



# DESIGN BIBLE



# JAK X

COMBAT RACING

NAUGHTY DOG



# FOREWORD

Back in the day, when we were young, but our ideas were big, Naughty Dog was preparing for its sophomore gallop with the PlayStation®2. Ready to crash into something new, the horizon was clear and the road open, we were prepared.

Yeeyow! Bring it on!

The following notebook pages were taken from our project binders. Each was assembled by hand (mainly by Ammie Puckett) and provided to each member of the team. They were coveted by many, but lost by a few. I am fortunate to have a complete copy of every project that started with the word Jak. Well except maybe that one...

They brought unity in a time of unrivaled imagination. From the characters that were animated, to the colorful, vast landscapes that were built meticulously, these pages found a way to guide the many talents at the studio. Programming wizards were tasked to build a system with one GOAL in mind: to create the world of Jak and Daxter™. An understanding formed between all the various departments that go into game making. It created dialogue and helped shape the open forum we still have here today at Naughty Dog. Everyone knew what a precursor orb was; there was never a question about that.

Design began to display itself in forms of move sets and hand drawn paper maps, which in turn guided the narrative adventure we were creating. We referenced them daily. Style guides, inspiration, character data were all at our finger tips. Meetings were held with a binder in hand; it was easy to pass around and create discussion while we looked at the vast amount of reference we view at Naughty Dog.

Moving from the PlayStation® to PlayStation®2 hardware was a challenging task in itself, let alone creating an experience that we desired to share with the world. We also had new bosses after joining Sony Computer Entertainment America LLC (now Sony Interactive Entertainment LLC). Internally, we knew we could handle these challenges, but we needed a clear way to share our vision. The pages contained in these binders helped us convey to others what we were crafting. Marketing understood our characters and world with ease, paving the way for complete support from Sony Interactive Entertainment LLC on this and subsequent franchises.

We were able to produce four amazing titles that were a blast to work on, which also helped launch the way for the Uncharted™ series, The Last of Us™, and whatever lies ahead.

In short, I hope you enjoy the binder pages you are about to see, knowing that they were viewed by many who were pivotal in creating the world of Jak and Daxter™ as well as laying the groundwork for our future projects.

The love of our fans and the overwhelming response to the re-release has been astonishing and gratifying!

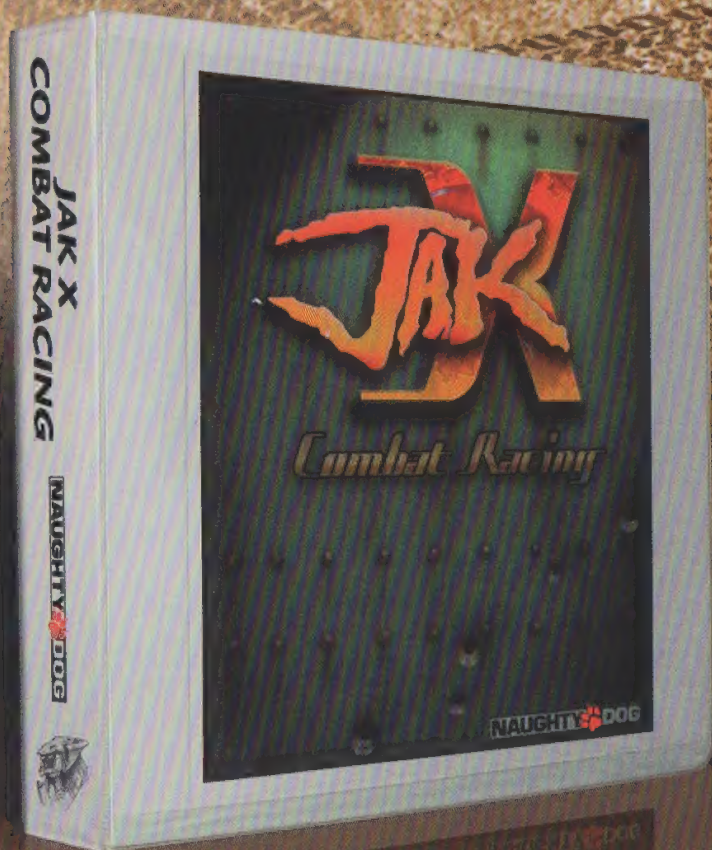
Jak and Daxter™ friends forever!

-Reuben Shah  
Artist at Naughty Dog



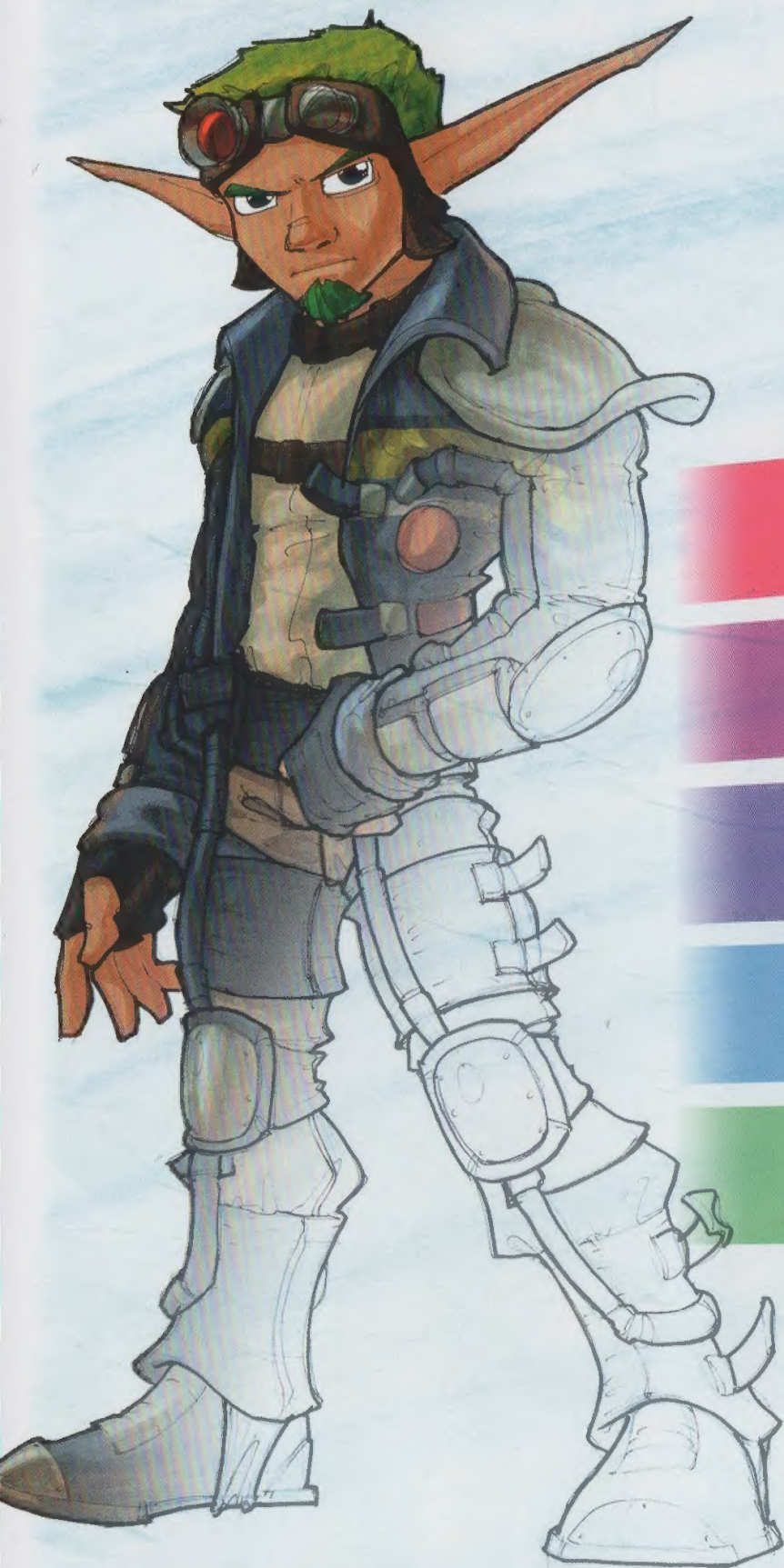


# ORIGINAL PRODUCTION BINDER





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1

# PLOT/STORY





## **JAK - X**

**After Jak stopped the Dark Maker menace in his last adventure, a time of unprecedented peace settled across the land. Cities rebuilt, people flourished, and sports reemerged to fill the void. Combat Racing became the biggest sport of them all, as the excitement of wheel-to-wheel, high speed competition brought vast screaming crowds to the track.**

**Leading the way in this blood sport was Kras City, the neon bright, cosmopolitan pleasure-island where people flocked to make their fortune, or to spend it. Like moths to the fire, Kras City became the beacon of possibility and pleasure, as well as the dangerous, unforgiving sin-city of death and intrigue.**

**When Jak and Daxter receive a mysterious invite to Kras City for the reading of Krew's Last Will and Testament, they jump at the chance to visit the city everyone's talking about. But when they arrive, our heroes are greeted by people who immediately try to kill them! For some reason this shady island doesn't want them around.**

**At the reading of the will, Jak and Daxter find friendly faces waiting as Ashelin, Keira, Samos, and Torn have all been invited to the strange event. When Krew's only daughter Rayn shows up, all jaws drop. Rayn is not at all what everyone expected, but a surprisingly beautiful and warm young woman, unaware of her father's dodgy past. Not knowing that Jak and Daxter had anything to do with her father's death, Rayn welcomes them all to this solemn event and, "as father wished for us to do," toasts her father's untimely death, then starts the will recording.**

**And that's when all hell breaks loose!**

**During the recording Krew nonchalantly states that he planned this little get together long before his death, and that all present, including his own daughter, have now been poisoned! Everyone is shocked!**



## *Story Synopsis cont.*

Krew gives them an ultimatum. There is only one way to get the poison antidote in time - race for him, or die! Krew states he wants to win the next Kras City Grand Championship, a trophy which eluded him in life, but will now be his in death. With that, Jak and his friends are forced into a high speed contest for their very lives, as they are swept up into a deadly plot to win the biggest racing event on the planet, against the best drivers in the world.

But there is much more to this intrigue than meets the eye. Before long, Jak and Dexter realize that there is more at stake than a perverse plot to win a trophy posthumously for Krew. A dark bet has been made between Krew and the other leading rival crime family over control of Kras City's vast crime business. The winner of the grand race is slated to take all, and the Racing Syndicate has teamed up with the rival crime family to make sure the bad guys win! Races are being fixed, and mysterious "accidents" are happening on the track. Drivers begin dying under strange circumstances, and rumors are rampant that Jak and friends are next on the hit list!

Under this growing pressure, Jak and company must find a way to win and save their lives before it's too late. Friendships will be tested, alliances destroyed, and who to trust will grow hard to decipher. Then when Rayn finds out that Jak and Dexter had a hand in her father's demise, the whole plan threatens to unravel, and it is revealed that there is only enough antidote for the top finishers! No matter what happens, one of them is going to die!

Can Jak find a way to win against such overwhelming odds? Will one friend sacrifice their life for the others? The Racing Syndicate will stop at nothing to achieve victory, and are eliminating anyone who stands in their way. Lesser drivers are dropping like flies. But the crime syndicate never counted on Krew's deadly means of motivation. Nor did they figure they'd be racing against the biggest hero on the planet, and the fact that as a poisoned, pissed off, dead man walking, Jak has absolutely nothing to lose!



## **Christmas 2005 Release**

### **1 Player Adventure Game**

- **Over 120 Game Tasks With Multiple Play Modes and non-linear progression**
- **Diversity of play modes and tasks include Racing, Time Trial, Time Box, Death Race, Arena Death Match, and various Special Events / Bonus Tasks on Tracks., Arenas, and large Open Terrains.**
- **30 Minute Cinematic Story with movie quality animation**
- **16 characters including 5 new characters, and old favorites!**

### **Multiplayer Console Gameplay**

- **1 - 2 Players race in high speed Head-to-Head action**
- **Horizontal screen split will support 4x3 ratio**
- **Vertical screen split will support 16x9 ratio**
- **Multiple Character Drivers to choose from**
- **Smart A.I. Bot System - whether racing human players, A.I.s, or a combination of both, the A.I. bots will display intelligent driving reactions and track specific abilities.**

### **Online Gameplay**

- **1-6 players online**
- **Online Play includes Ranking System, Buddy List, Clans, Team Play**
- **Multiple event types available online - Racing, Death Match, Capture, Hunt, Collect, Shuttle, Time Box, Death Race, Time Trial, and Special bonus events**
- **2 local players can compete with multiple online players**
- **Some special Decals, Paint effects and body parts only obtainable through online events.**
- **Special game options unlock for certain events - obtaining a top ranking, records, birthday**

### **12 High-detail Racing Tracks With 20 Configurations (plus Reverse and Mirror)**

- **Spooling allows for great diversity of track looks at high speed**
- **Allows multiple and flexible design layouts, including multiple cross track configurations with connectors**
- **Lots of destructible elements in tracks**

### **4 Combat Arenas**

- **Tight Arenas allow for concentrated combat and play tasks**
- **Arenas include Coliseum, Mar Stadium, Death Pit, Desert Arena**

### **4 Huge Open Terrains**

- **Massive no-load terrains allow for open-ended gameplay with immersive, non-linear play**
- **Landscapes include Dirt Stadium, Atoll Beach, Glacier Steppes, Cliffs Terrain**



## **Dozens of Customizable Vehicles**

- **Advanced Rigid Body Physics System** gives each vehicle unique and lively handling characteristics
- **Vehicles have progressive damage levels** with impact sensitive deformation using morph targets
- **Vehicles visibly degrade** including parts breaking loose and eventually falling off
- **Texture changes** denote area specific damage and weapons hits
- **Fun Add-on Accessories** (decals, fluffy dice, bobble heads, antennae flags)
- **Amazing particle effects** for high visual impact crash effects

## **4 Categories of Vehicle Performance Upgrades**

- **Players choose their own vehicle upgrade progression path**
- **Massive permutations of vehicle upgrades and performance effects** allow for a wide variety of play styles and game experiences

## **Huge Number of Car Modifications**

- **Each vehicle has multiple segment “snap-ons”** including body parts, accoutrements, decals, paint patterns and colors, and other special mods.
- **Look diversity** allows players to visibly express themselves and personalize their own car’s unique look
- **Scarcity of some mods** encourages exploration and allows players to show off their finds online.

## **17 Vehicle Power-ups**

- **Diverse Power-up system** gives players multiple strategies for races and tasks
- **Eco Power-up system** based on Jak’s world – Blue for Turbo, Yellow for Projectiles, Red for Explosive Ordinance, Green for Repair, Dark for Special Weapons, and Light for Supercharging Weapons
- **Multiple types and levels of power-ups** including projectile weapons, ranged weapons, smart bombs, mines, catastrophic attacks, turbos, shields, and repair.

## **New Music Direction**

- **New driving soundtrack** includes more mainstream music and high energy beats to match the action!

## **Compatibility With Dexter PSP Game**

- **Playing PSP game** will unlock Jak X Game elements including secret decals, mods, vehicle, and a PSP game character racer



# 2

# CHARACTERS





*new design*

**Jak**

With the world at peace, Jak has finally traded in his military hero garb for road rash racing leathers.

Always known as a speed demon, Jak's driving prowess will finally be put to the ultimate test as he races head-to-head against the world's best combat drivers.



JAK X  
10.13.04  
DKL



**Jak**



**Never one to shy away from a fight, Jak's weapons ability will come in handy as this high speed road sport generates as much explosive action from it's weaponry as it does from its wheel-to-wheel velocity.**



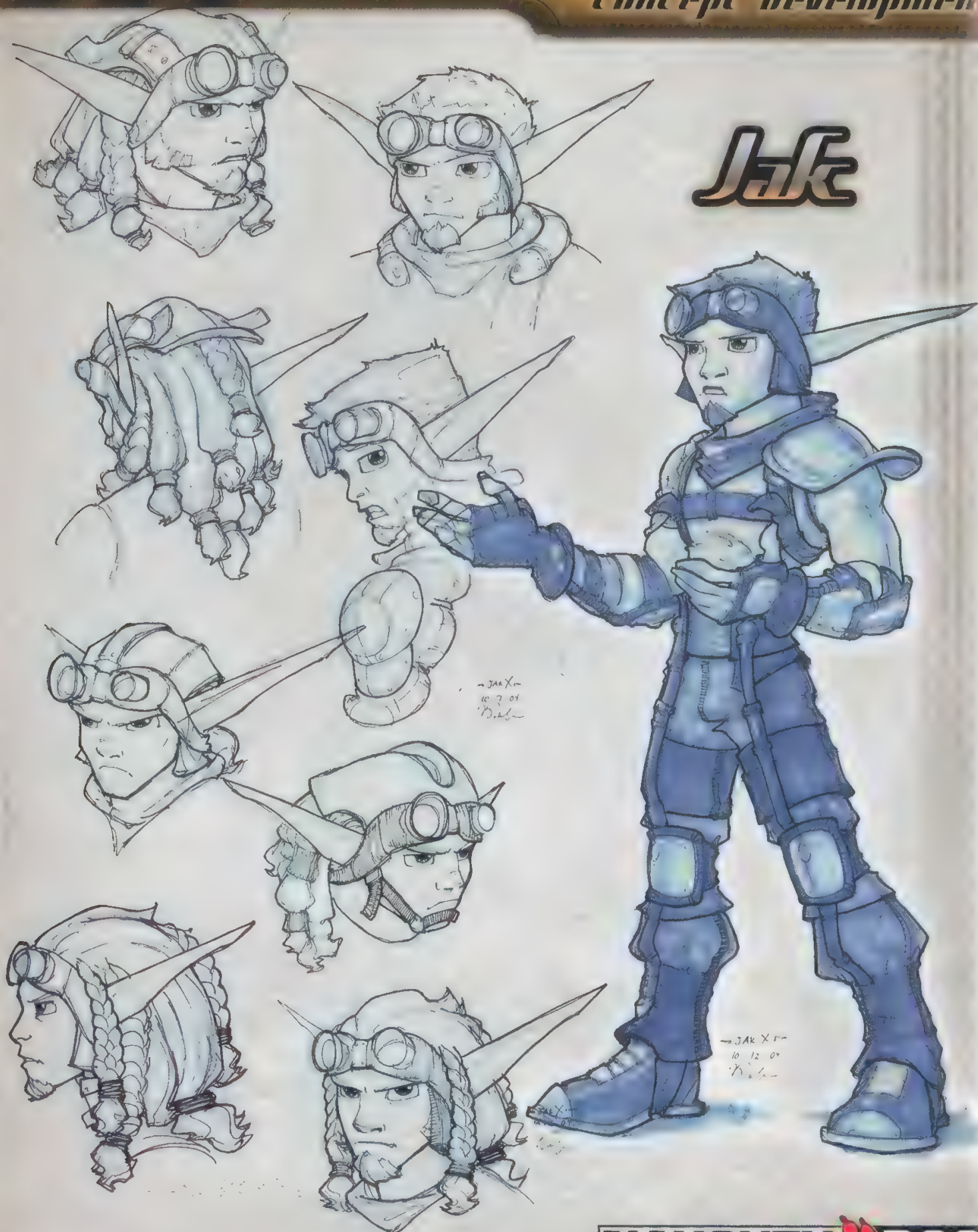
JAK



JAK X  
9.27.04  
Whaf

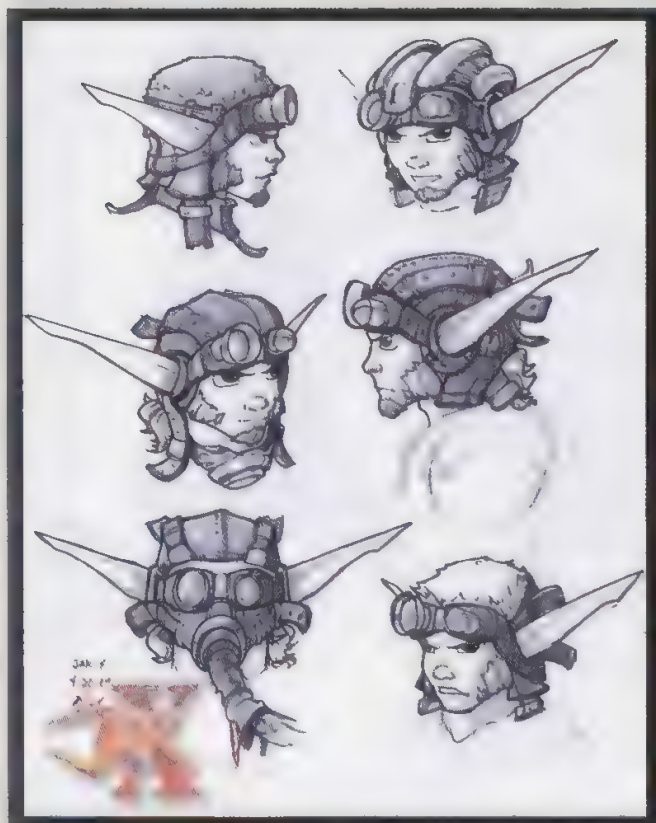


**Jak**

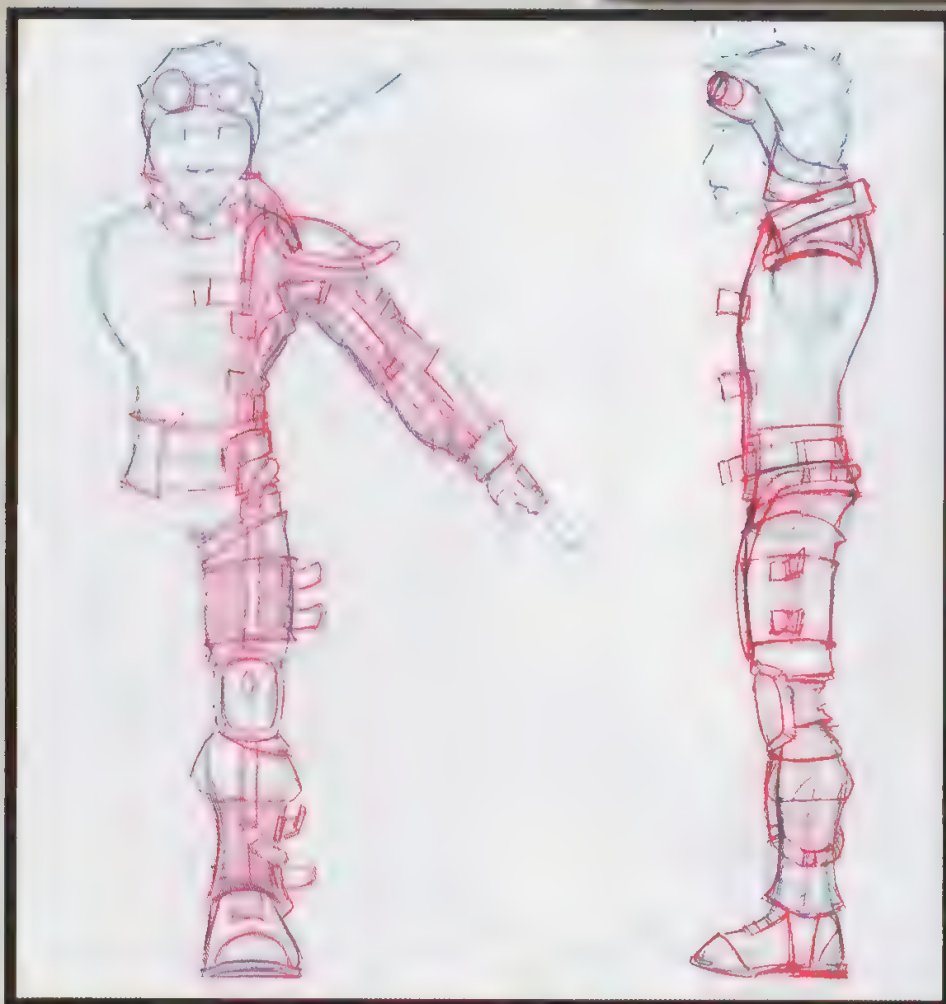




# early concepts









*new character*

# Razor

**Part race champion, part rock star, & part hair gel, Razor is without a doubt the greatest combat driver ever to grace the sport, and he'll make sure you know it!**

**A mover & shaker in the infamous Racing Syndicate crime gang, rumor has it Razor is now part of an underworld scheme to fix races, intimidate drivers, & skim profits from the biggest sport on the planet.**

**Razor doesn't take kindly to an out of town upstart like Jak coming in & shattering his long standing track records. Razor will make sure Jak knows he's treading on the wrong track.**



11.4.04  
Walt



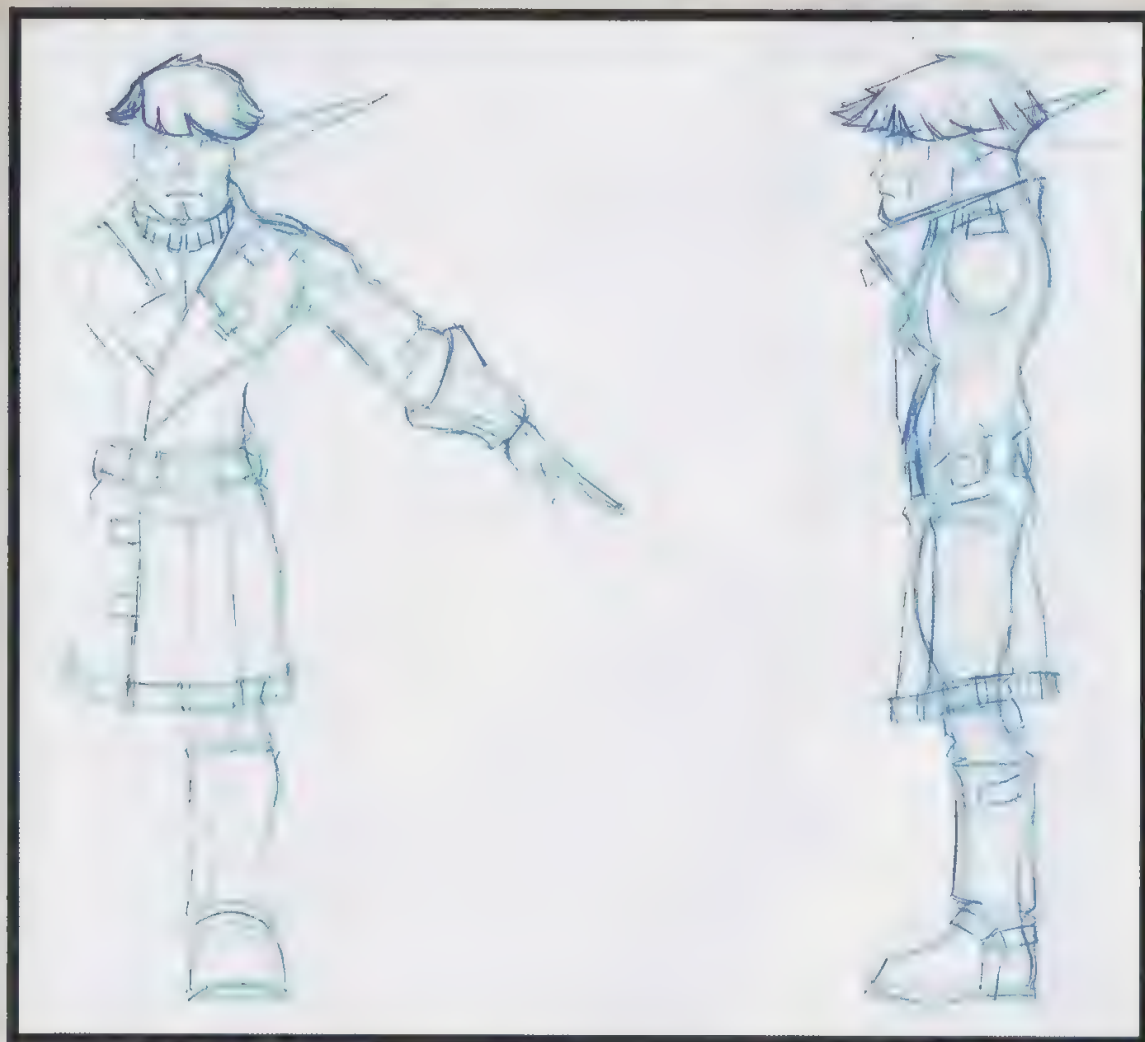
*concepts development*

**Razor**



11.2.04  
Raz







*new design*

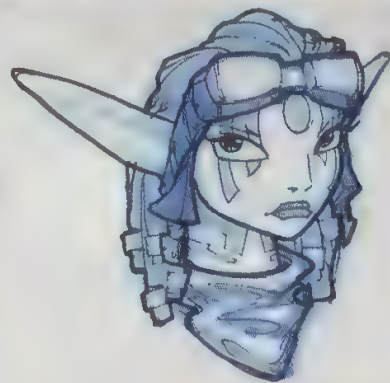


**Our favorite dread red head is back, and this time she's taking it to the streets! An awesome road racer in her own right, Ashelin shows us why she's always been a survivor. Fast reflexes, nerves of steel, and a huge pair of eagle eyes gives our crimson lass the edge she needs on the track to beat the boys at their own game. Realizing early on that Jak is in way over his head, Ashelin will make the moves necessary to get into the winner's circle, and force people out of her way at all costs -- even if it's Jak himself!**



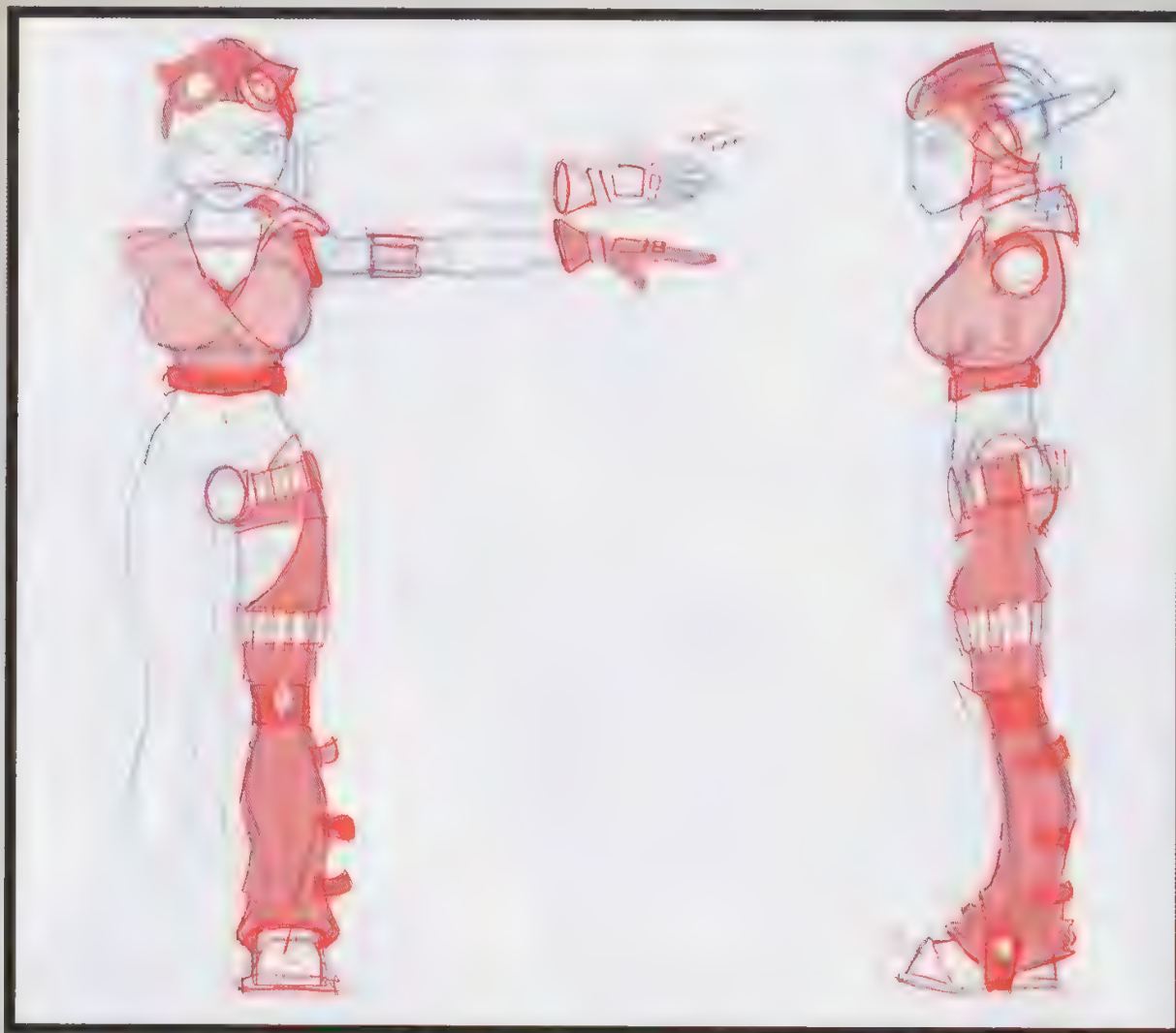
*concept exploration*

# Ashelin



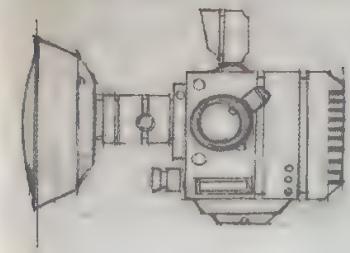
Jake Ashlin  
9.10.04  
Raf







*new character*

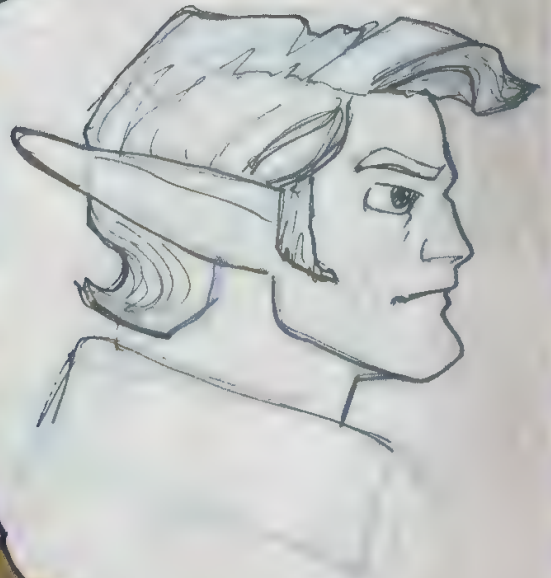
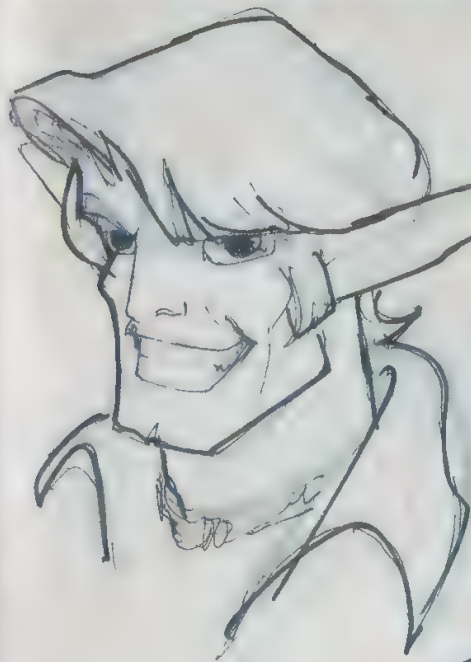


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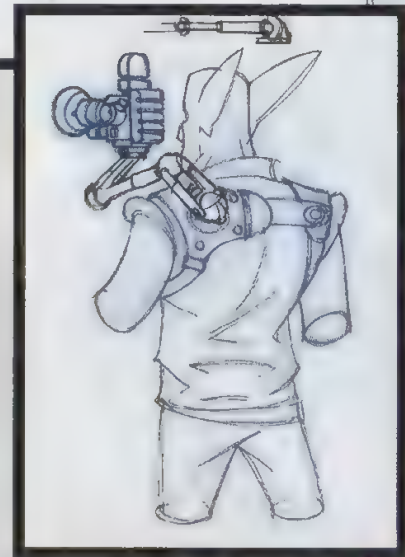
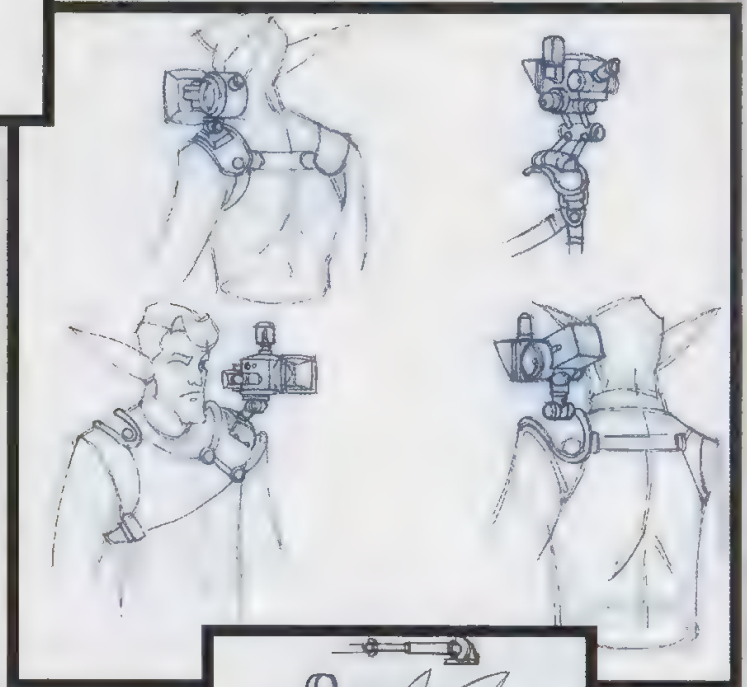
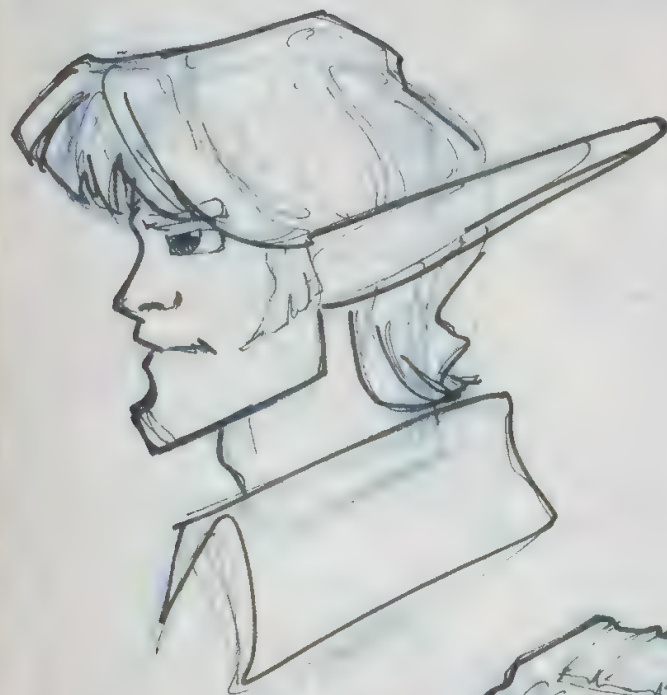
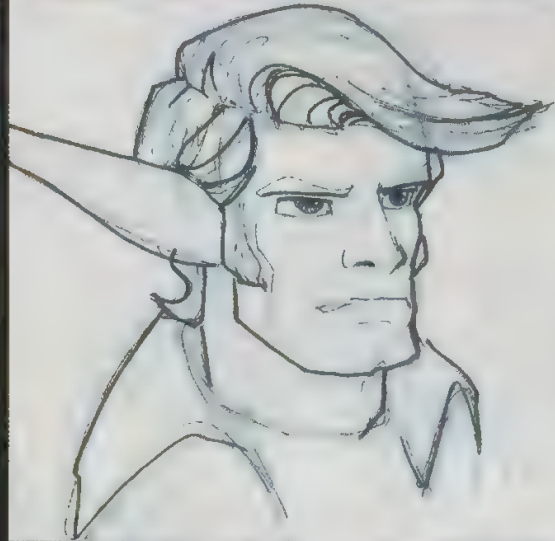
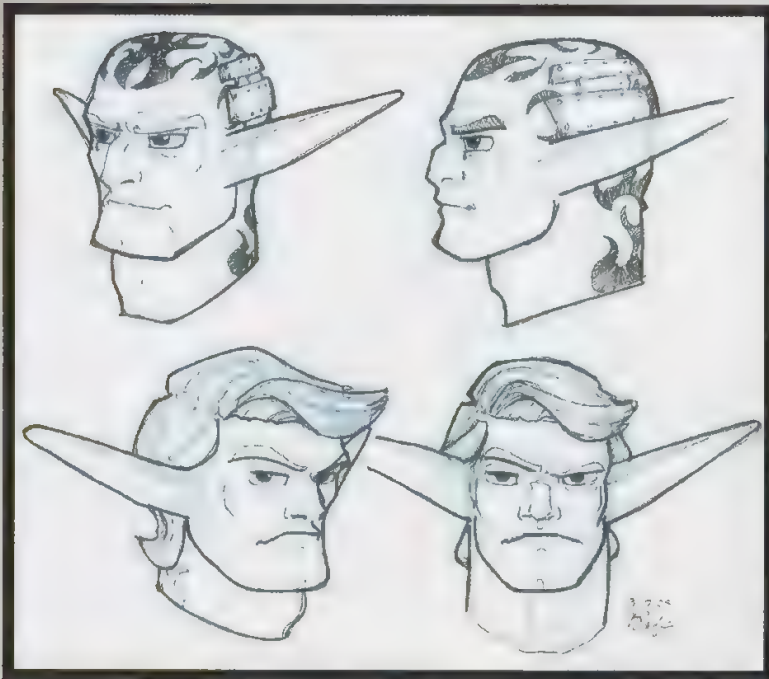
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*Blitz*





# *design development*





*new character*



2.6.05  
*Raf*

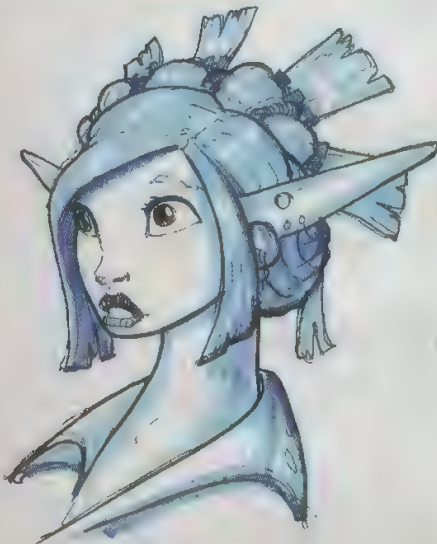
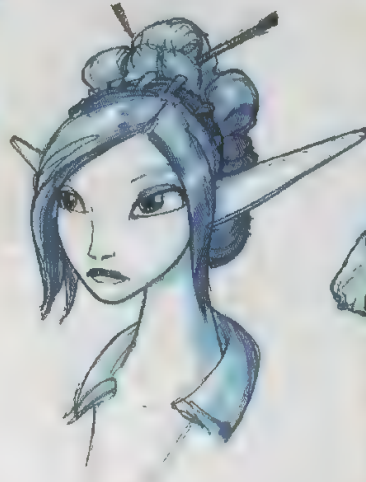


2.2.05  
*Raf*





# concept exploration



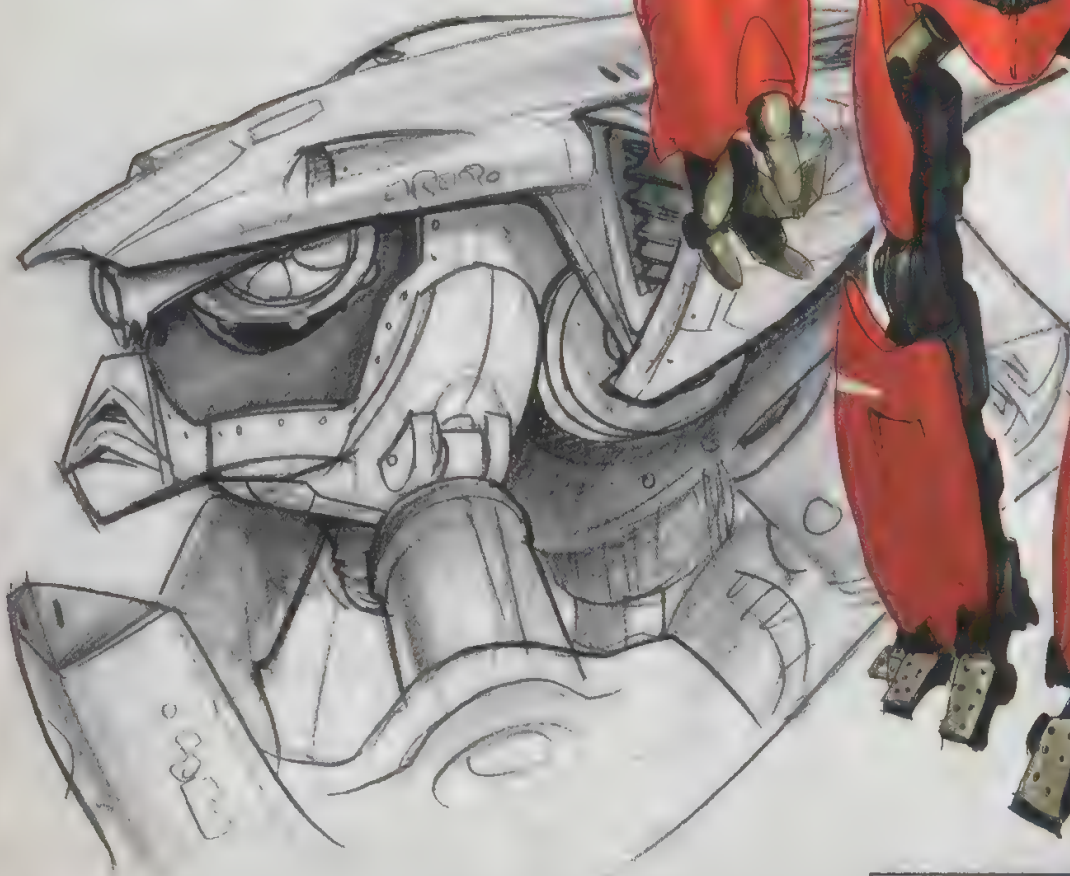
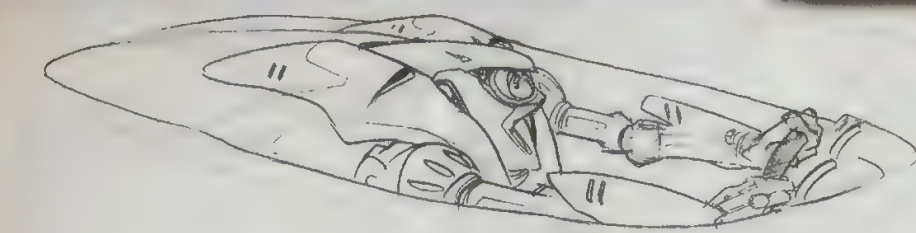




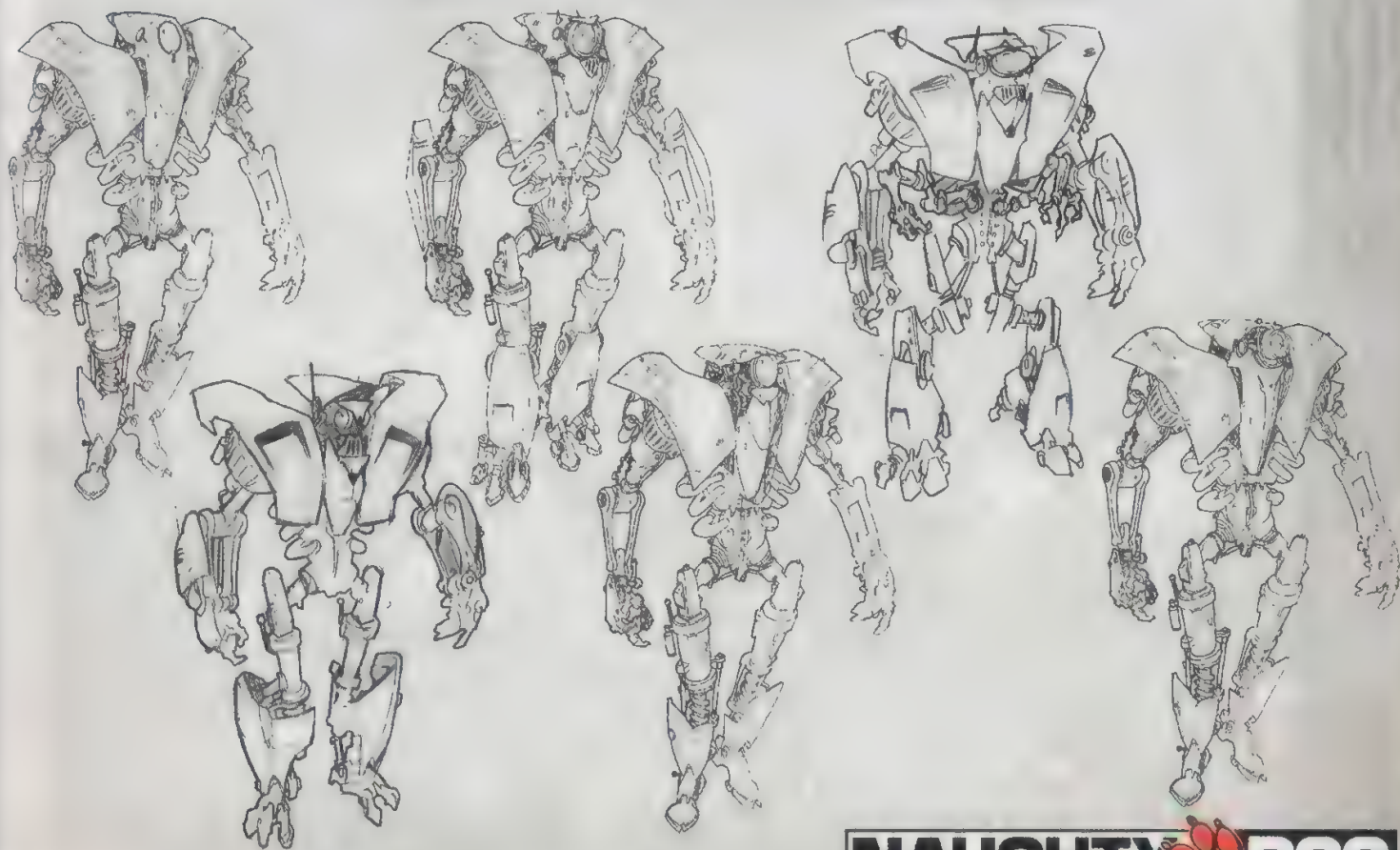
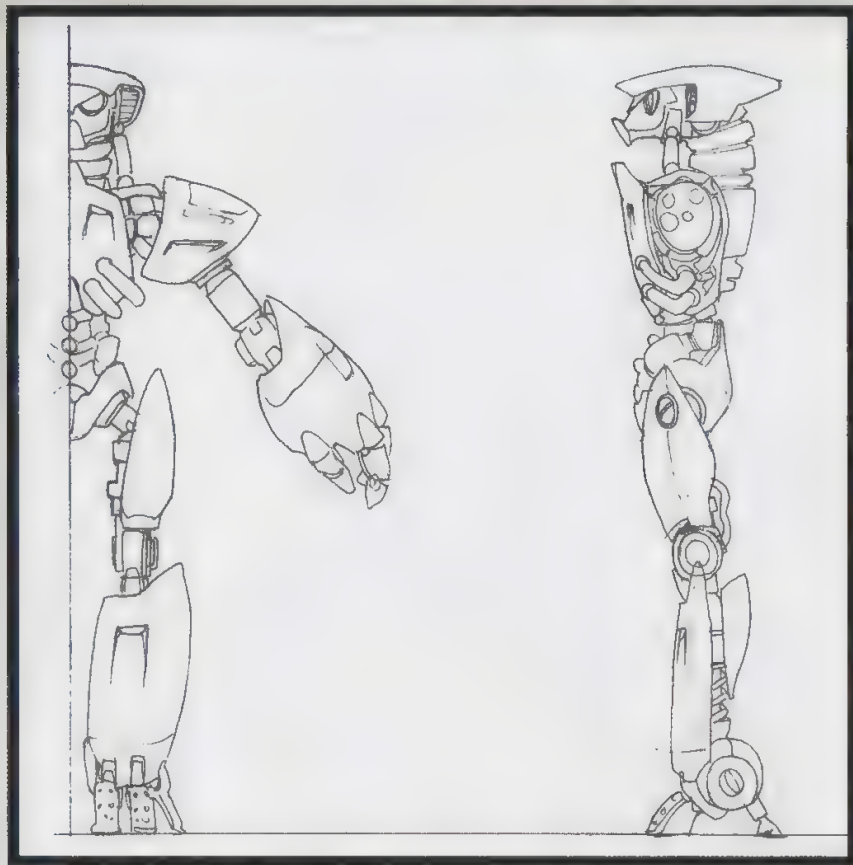


*new character*

# IRIS



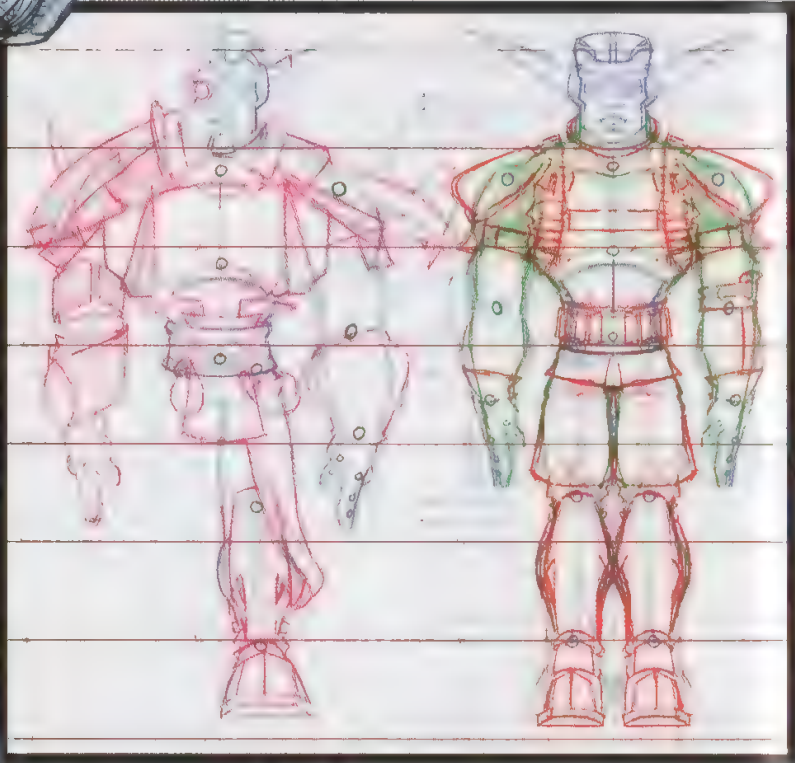






*new design*

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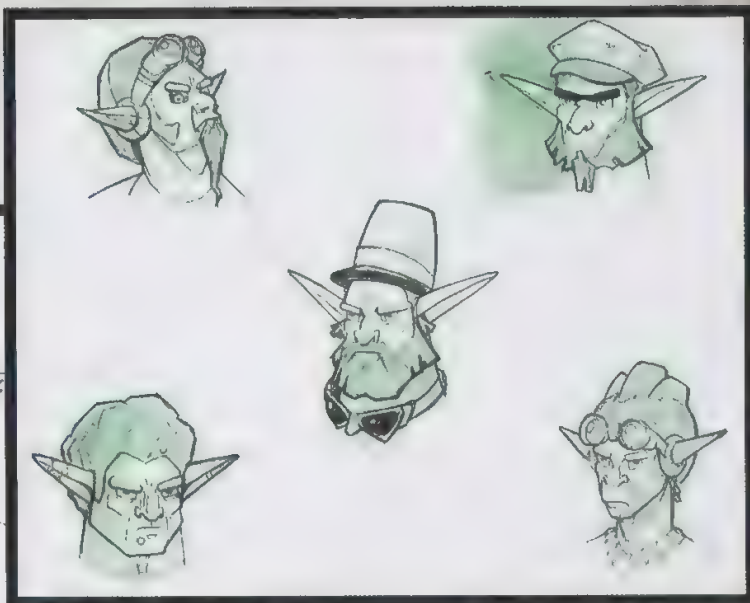
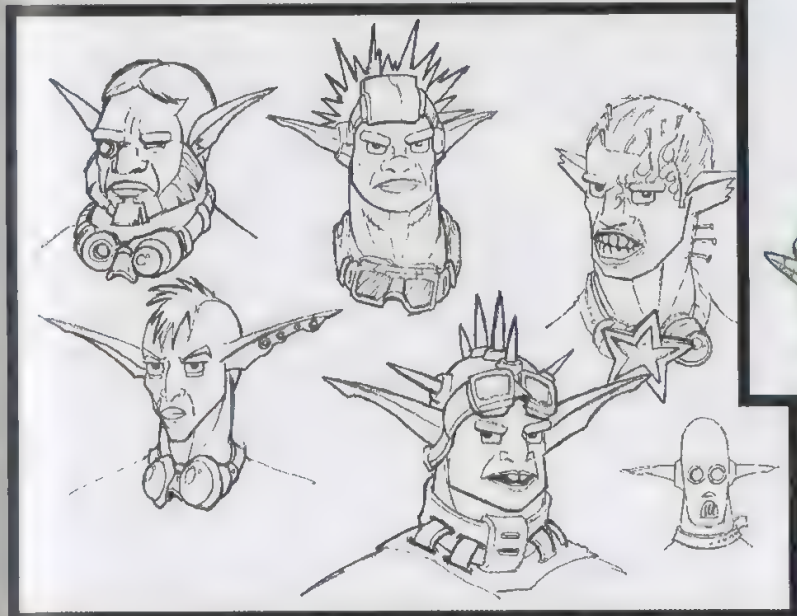


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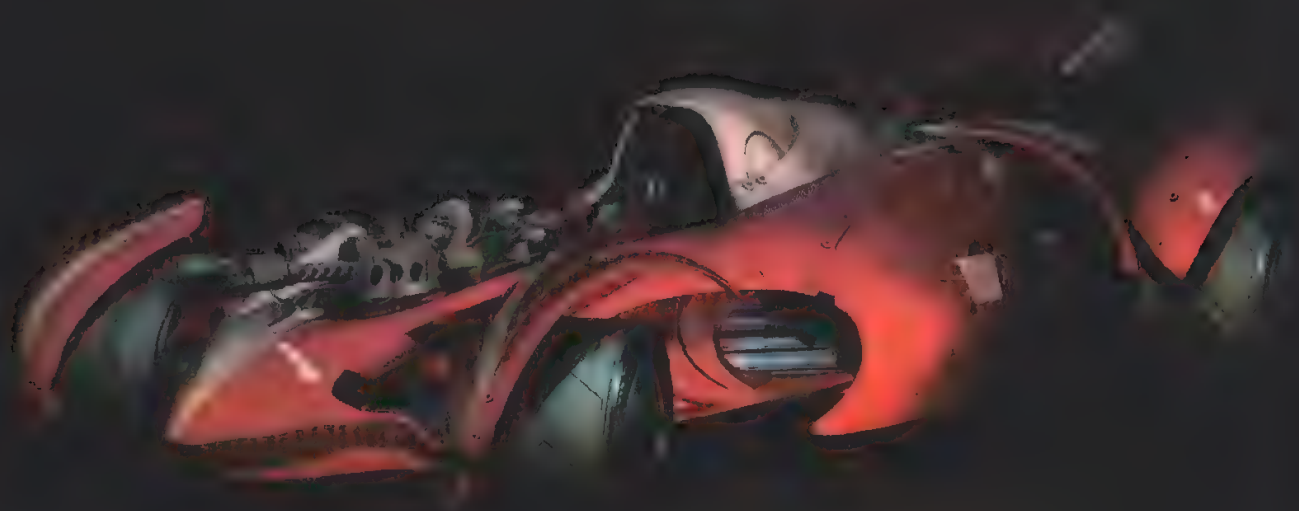


# Thugs

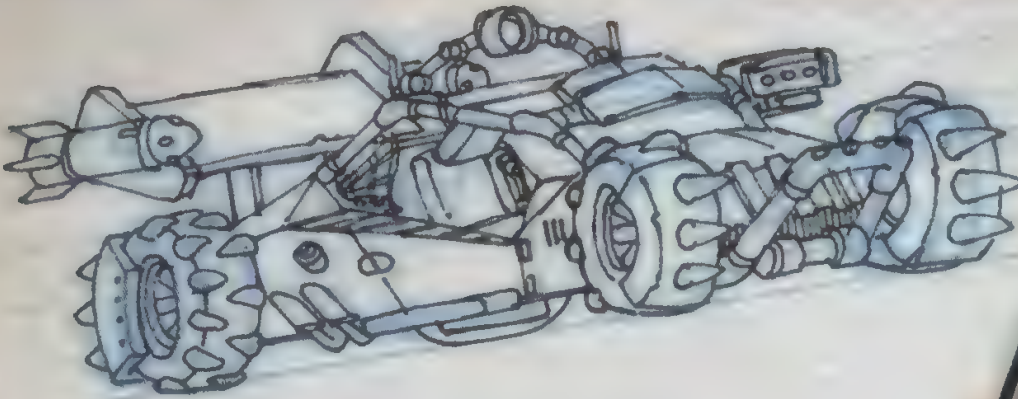




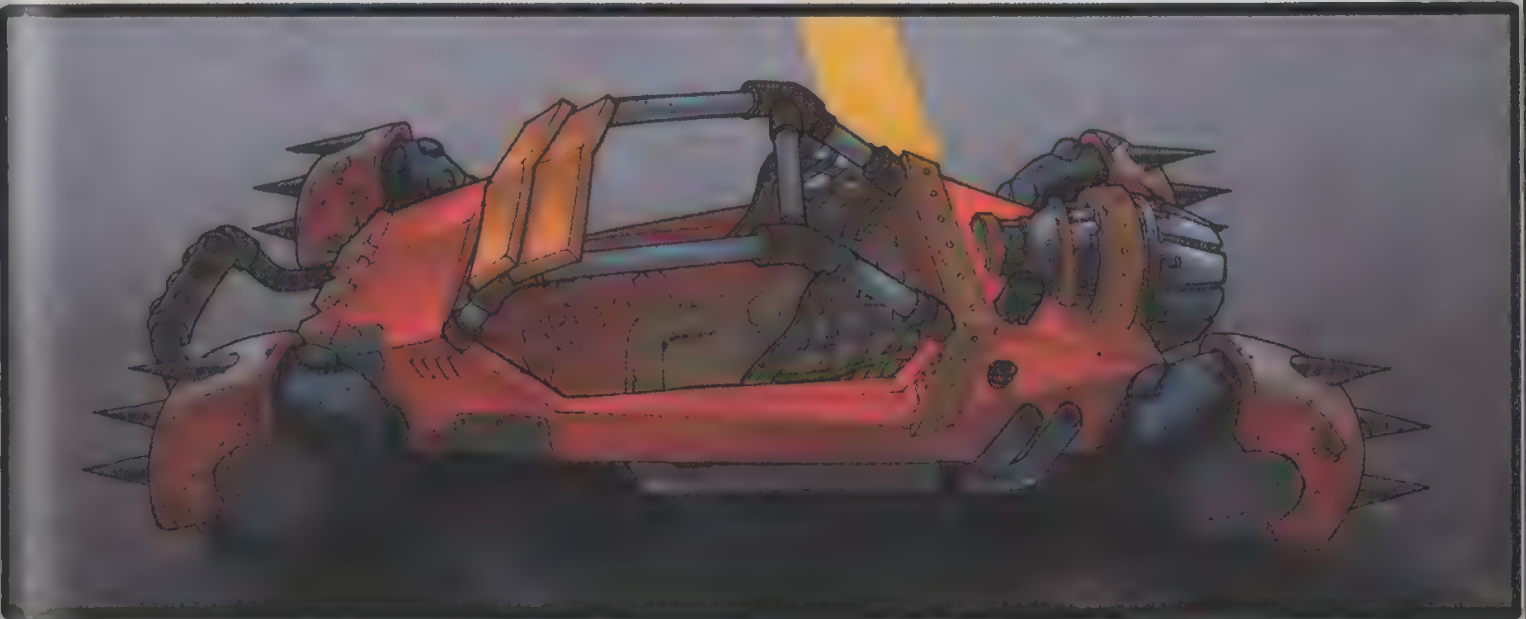
# 3 VEHICLES



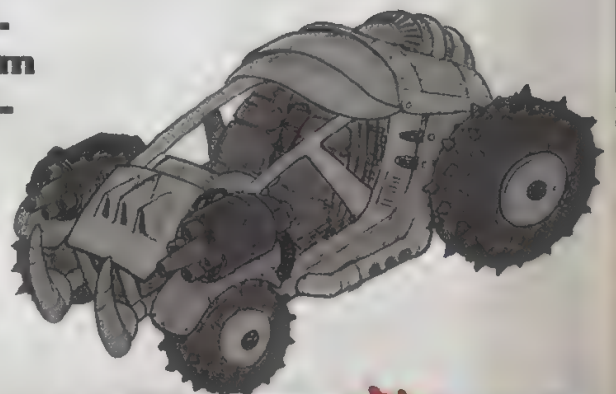




## ***Wombat***



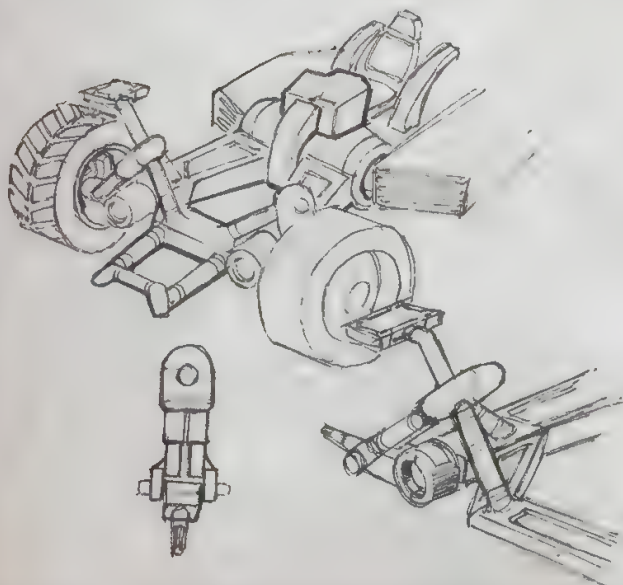
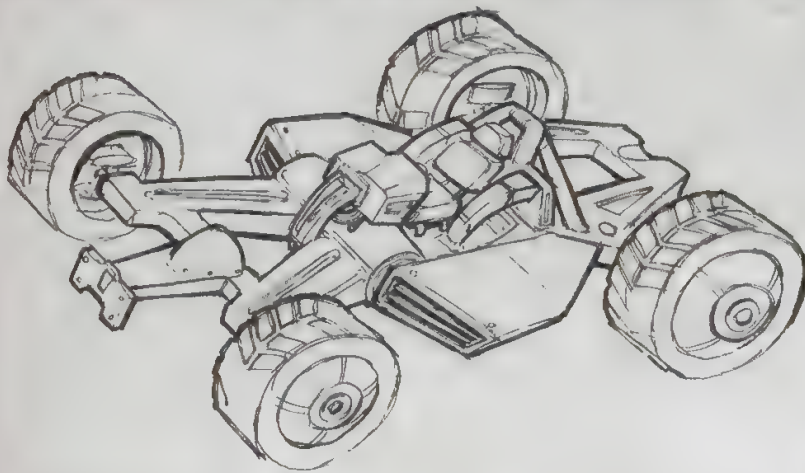
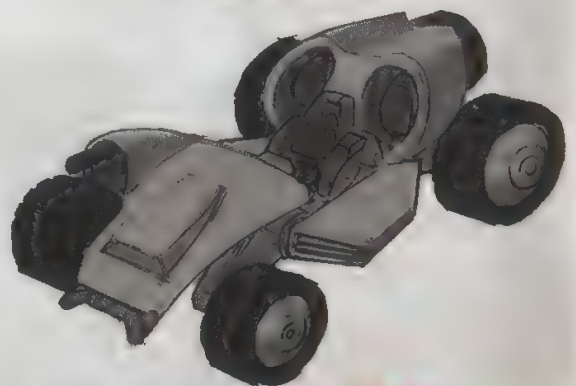
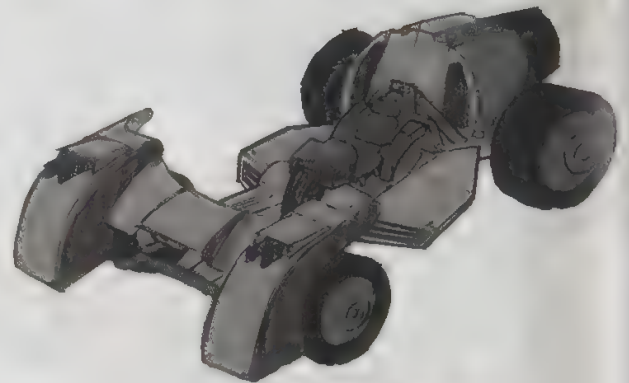
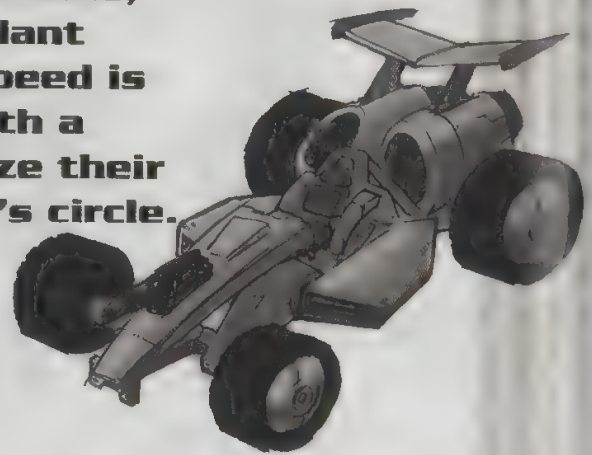
**A good all-round dirt vehicle, the Wombat carries the same weapon & performance packages as the street cars, but with added slide suspension & handling characteristics to take on the toughest off-road tracks. Enhanced roll cage protection & maximum drift capability make this vehicle a hard-hitting competitor over rocks & gullies alike.**





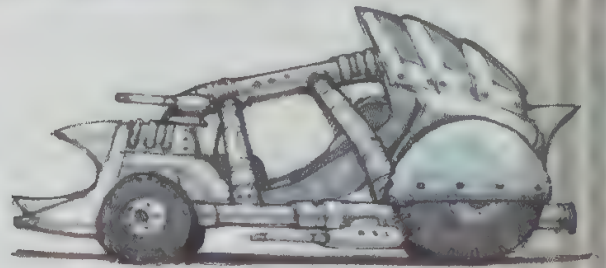
# Mongoose

Built to take a beating & keep on speeding, the MONGOOSE racer is as fast as a gazelle, but with the heart of a lion. The standard Precur-alloy armored driver tub protects the racer from all but the worst combat ordinance, while the full blown Eco-Charger power plant gives high torque "squeal on demand" speed is the only thing between you & death. With a myriad of add-ons, drivers can personalize their Mongoose to turn heads in every winner's circle. All in all, a very capable mid-range car.

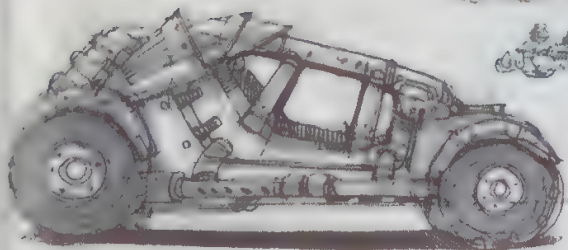
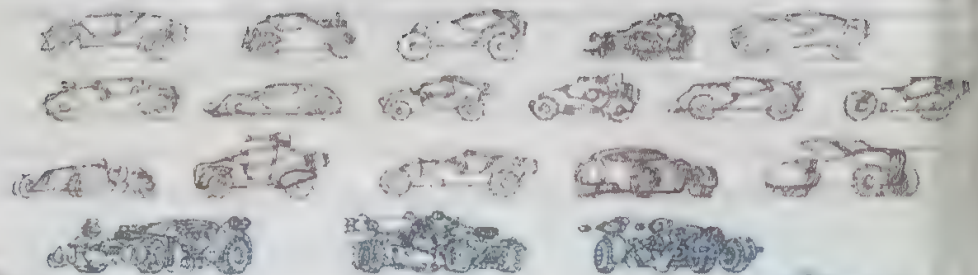




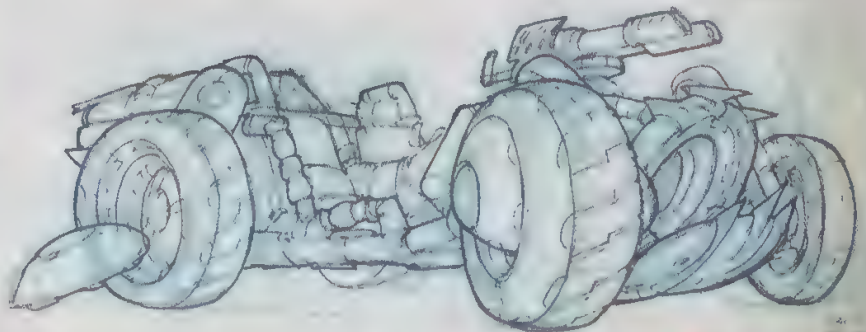
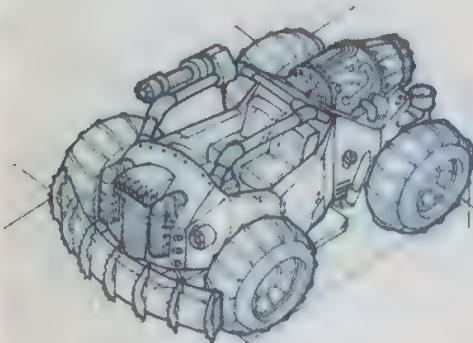
# Early Vehicles



Vehicle

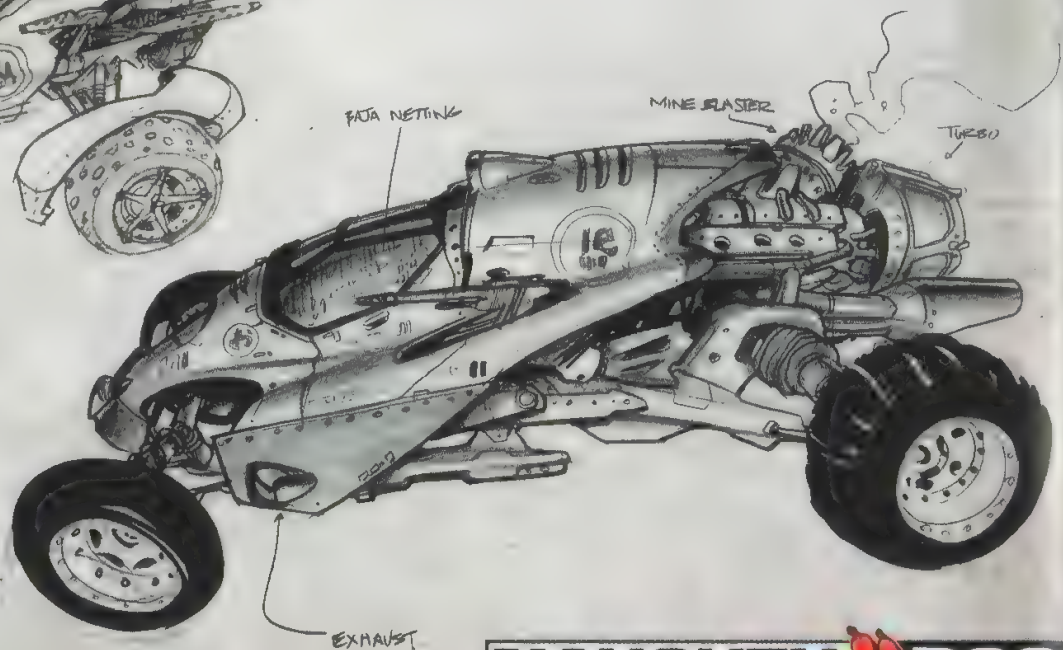
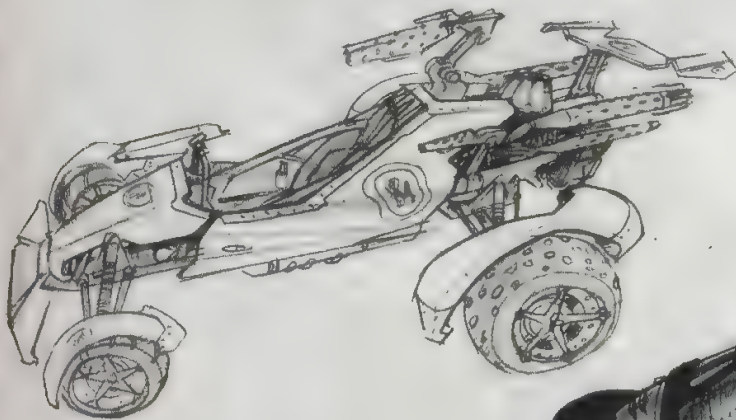
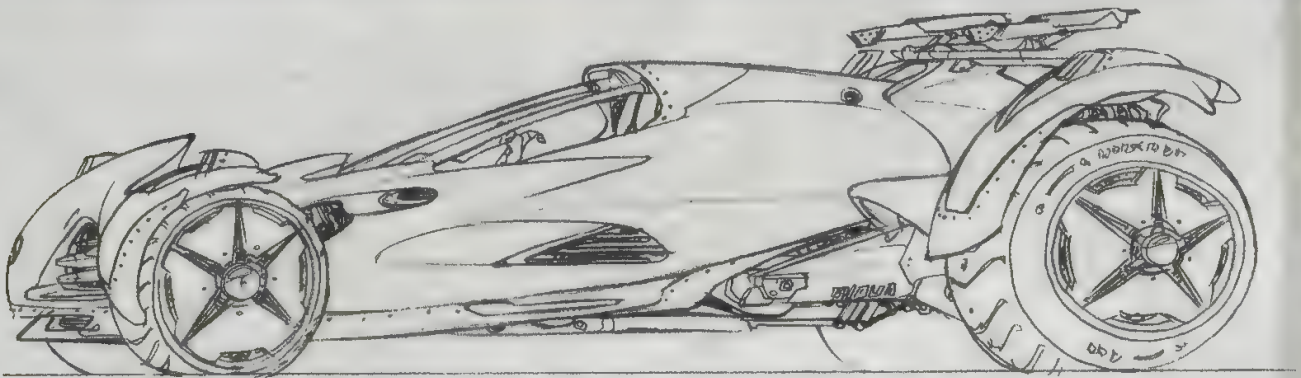
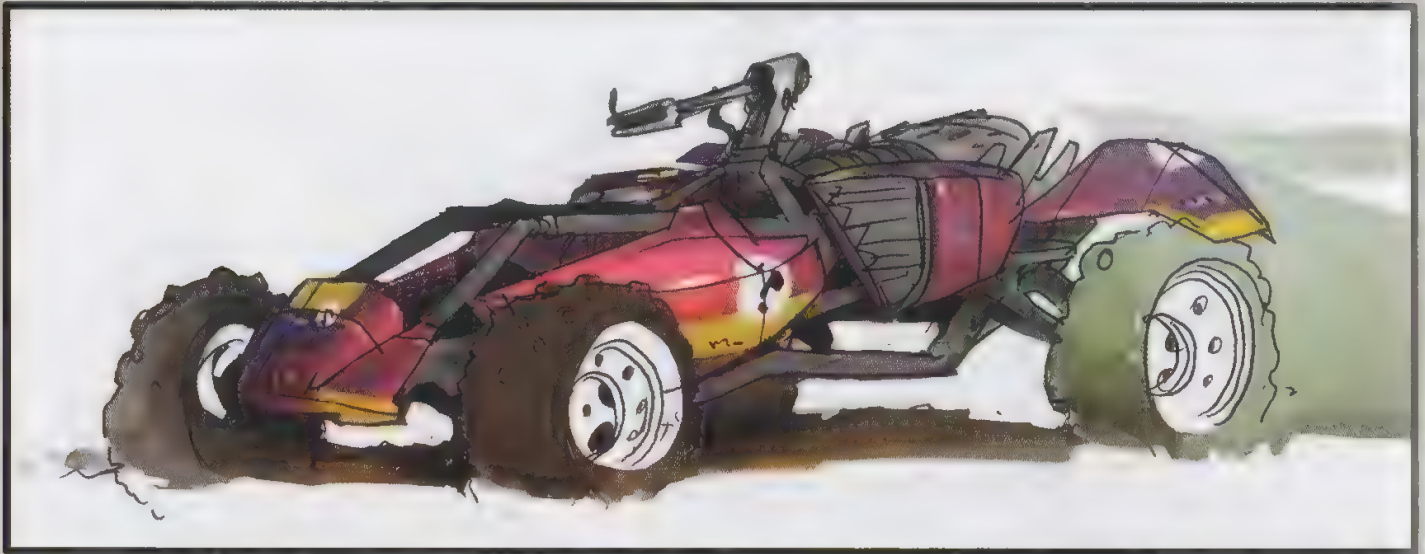


Vehicle



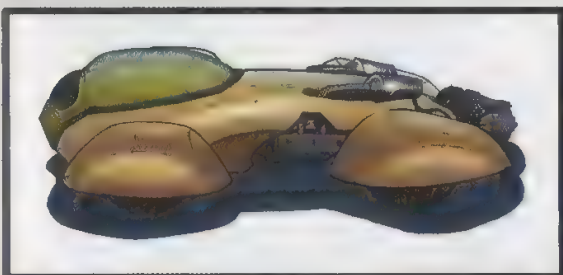
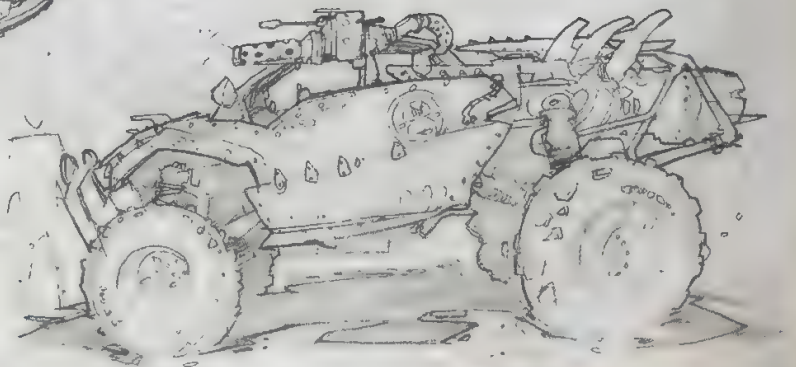
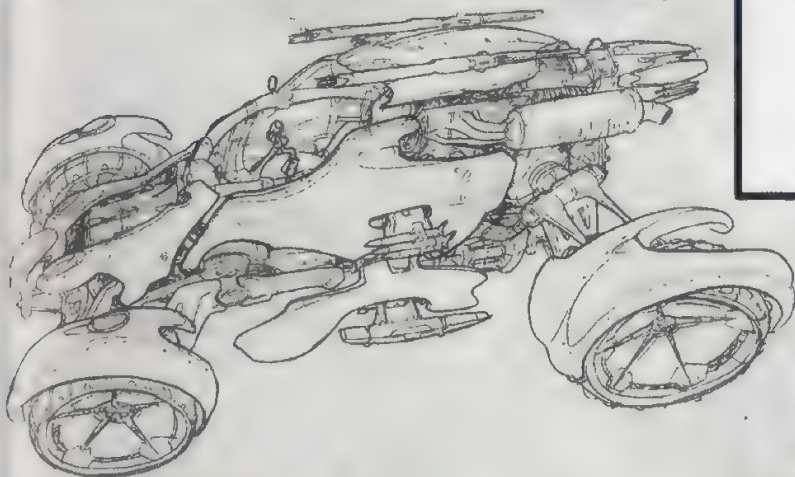
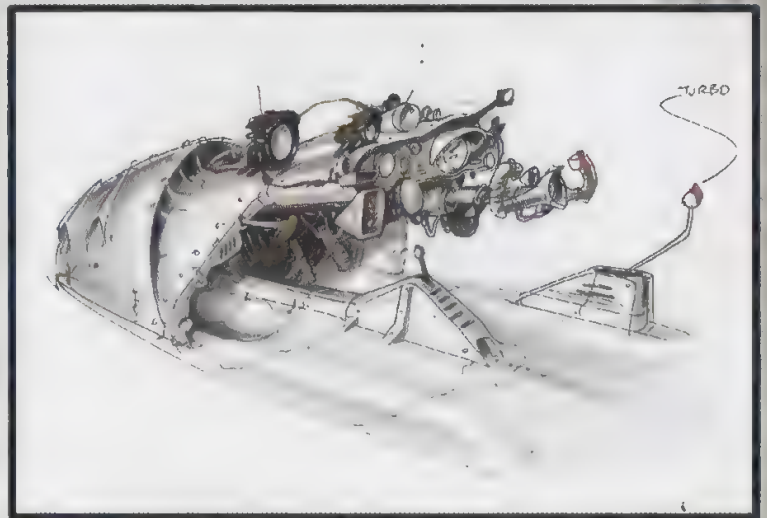
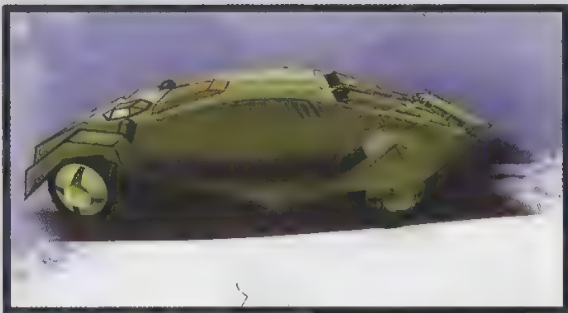


# concept development



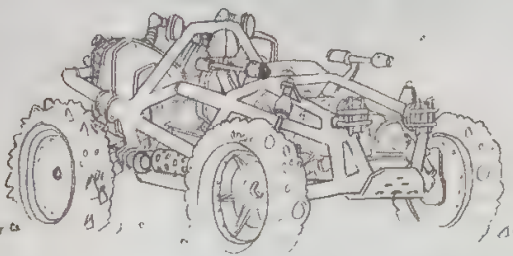
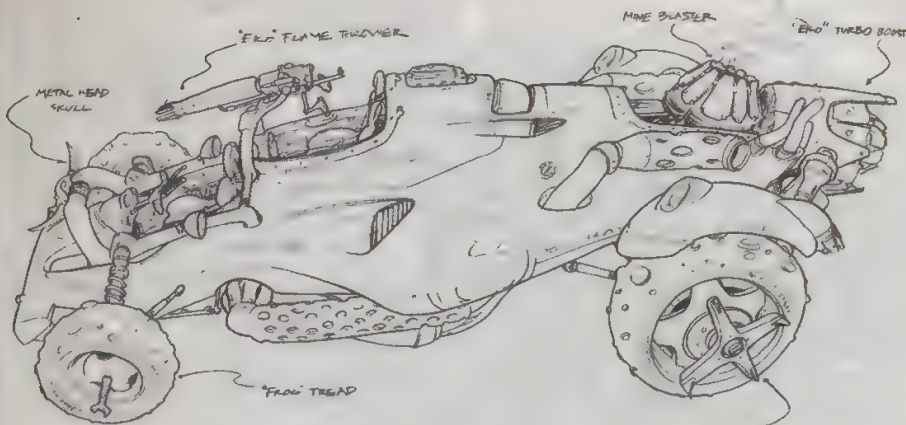


# concept development

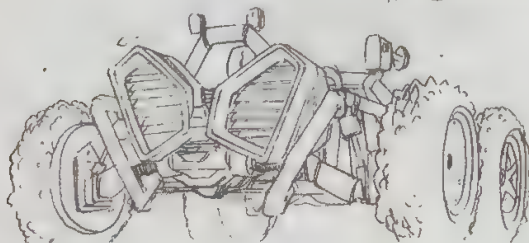
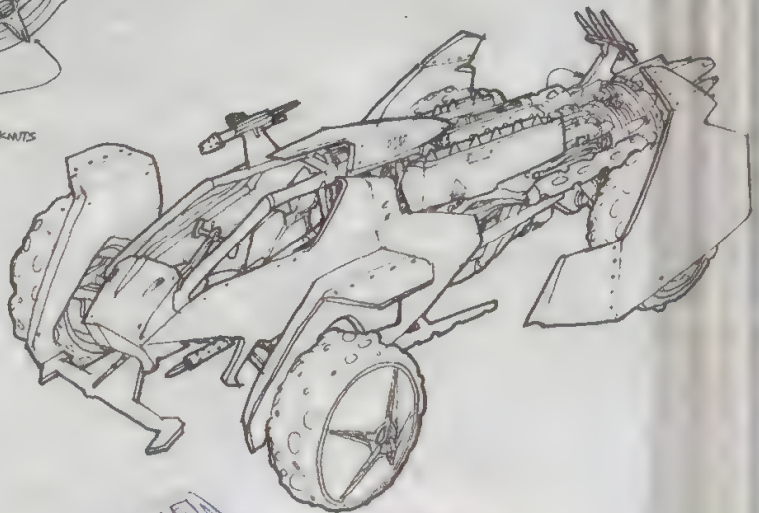




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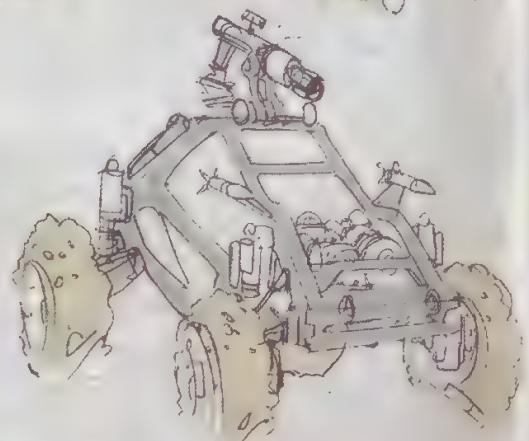
KNOCK OFF KNOTS



THE COUGAR



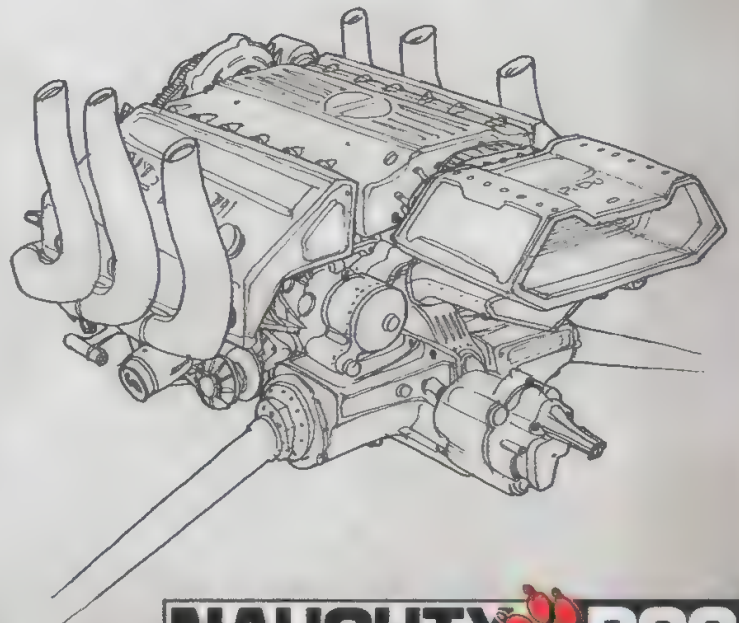
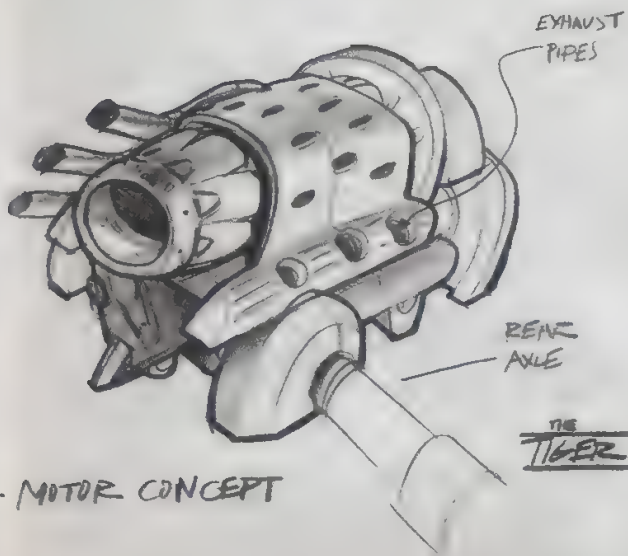
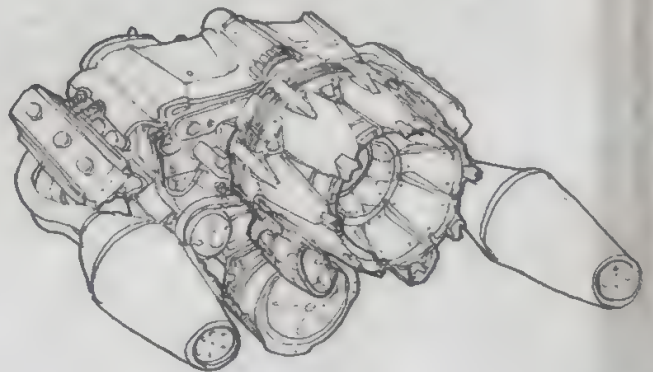
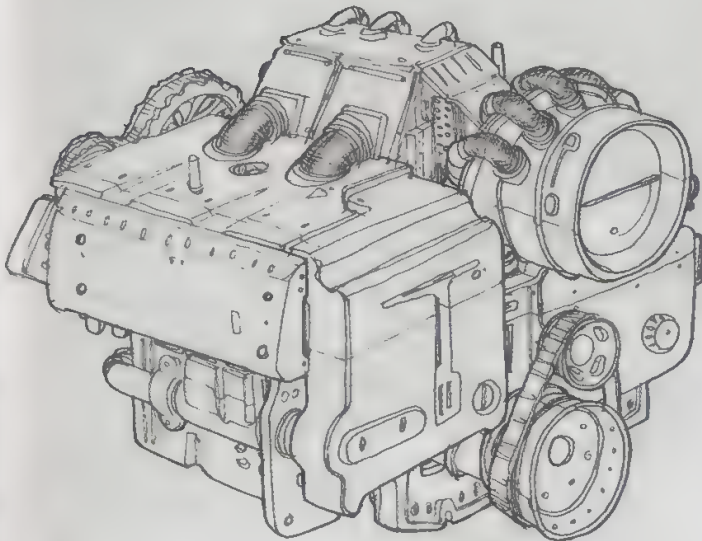
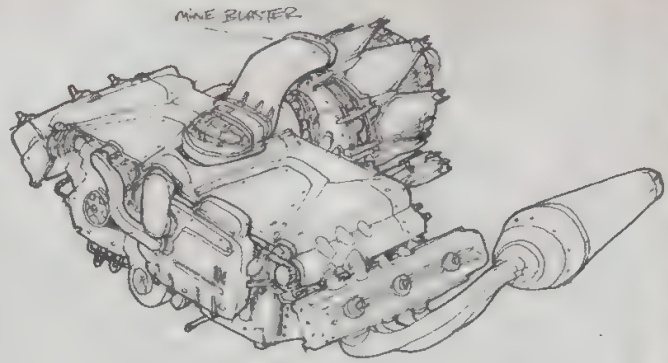
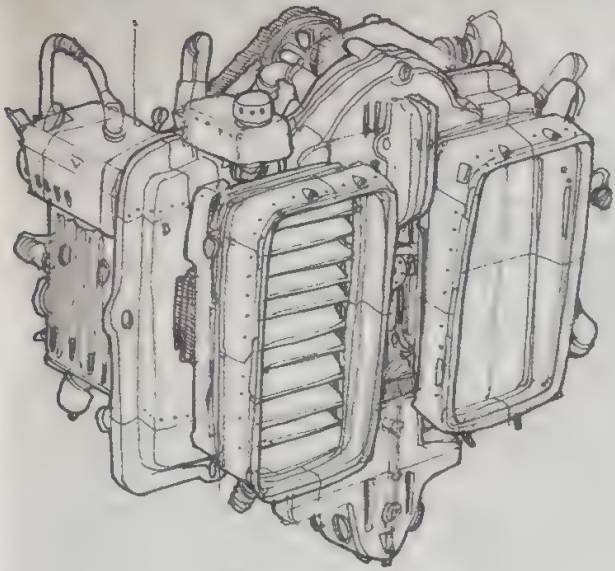
1.000/1.000



THE POSSUM  
P



# engine concepts



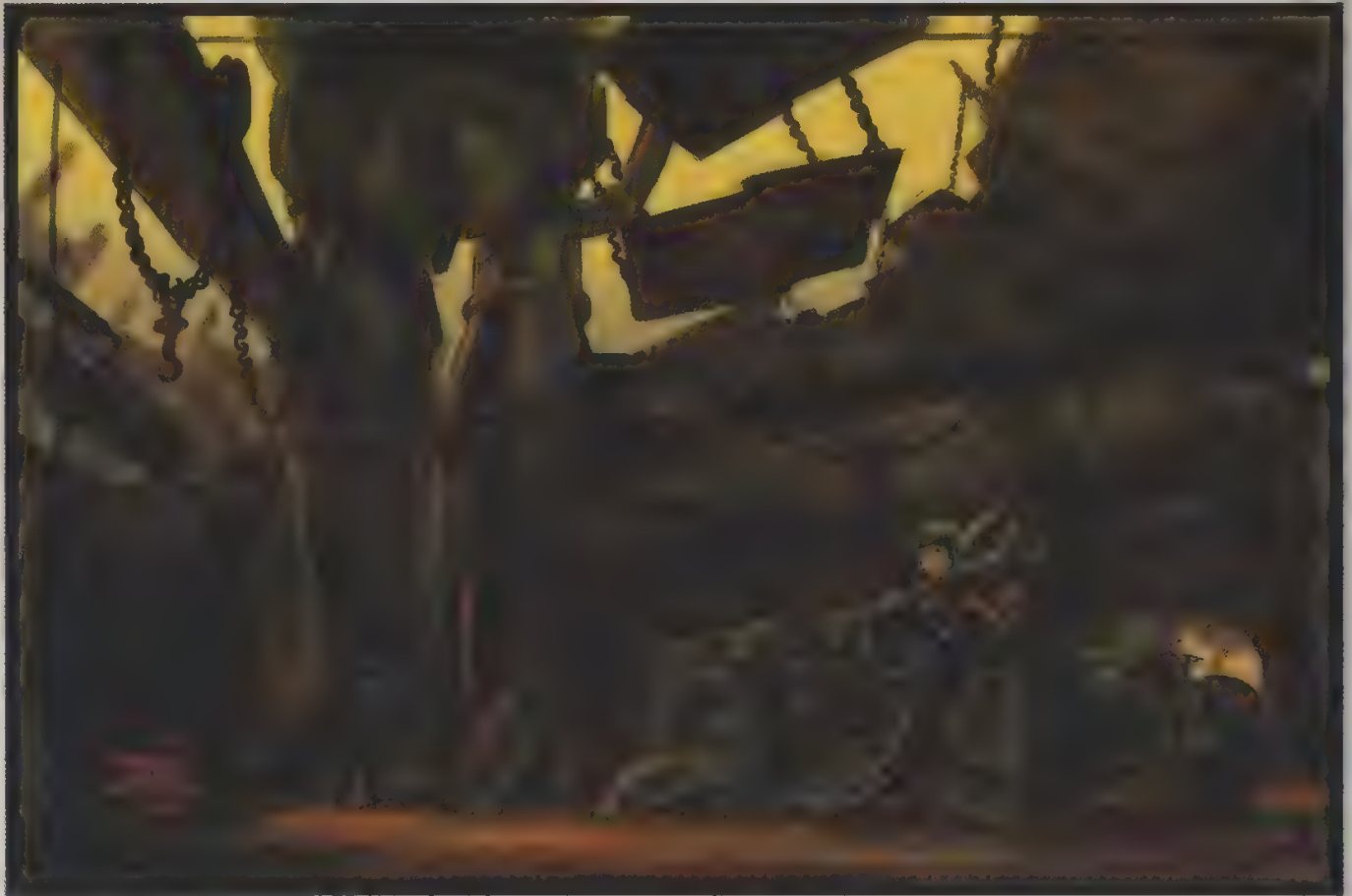


# 4 LEVEL ART





*first concept*





*concept designs*

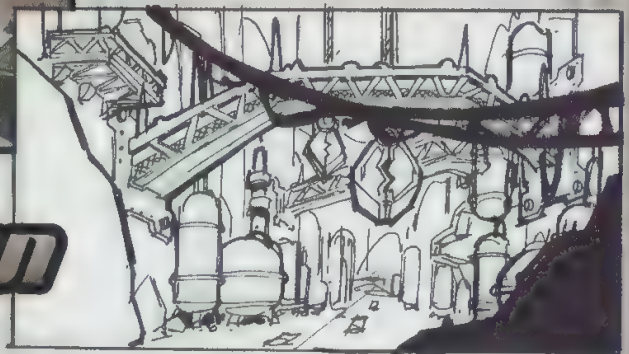
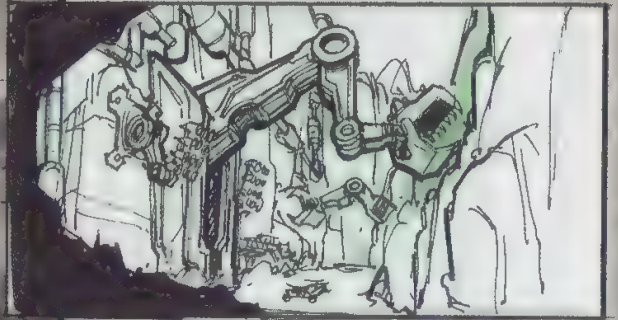
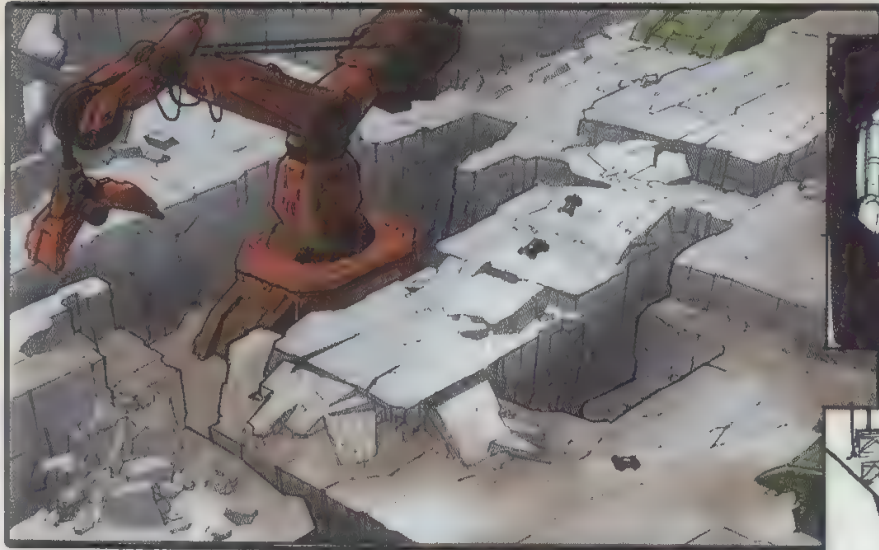


*Rusty Hook*

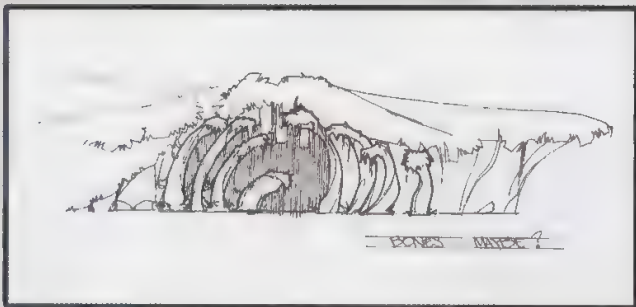
*Desert Terrain*



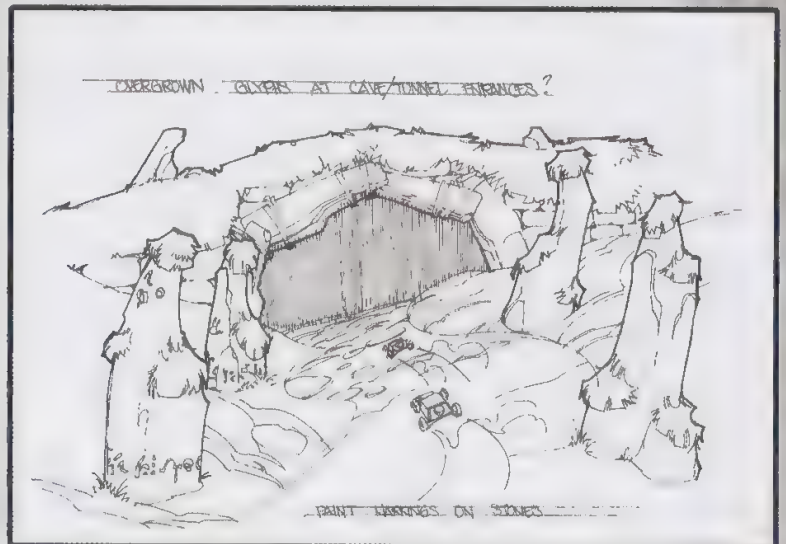
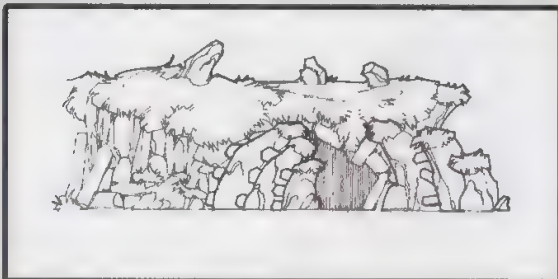




## Canyon

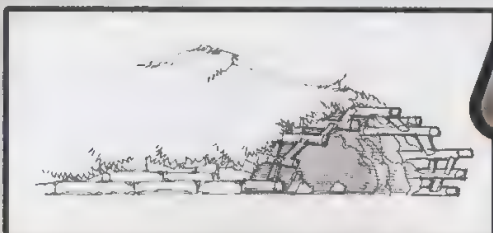


BOVES MATE 2



OVERGROWN - CLIFFS AT CAVE/TUNNEL ENTRANCES?

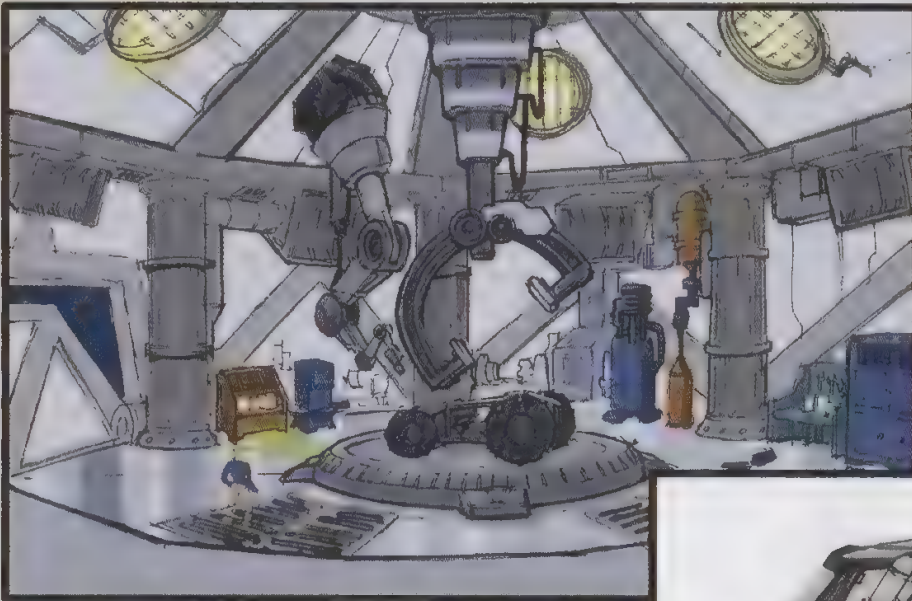
PAINT MARKINGS ON STONES



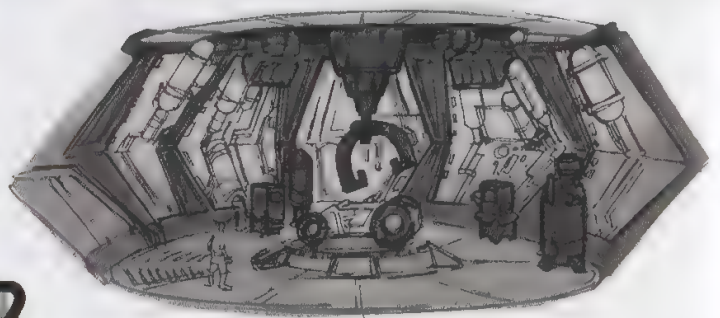
## Caves



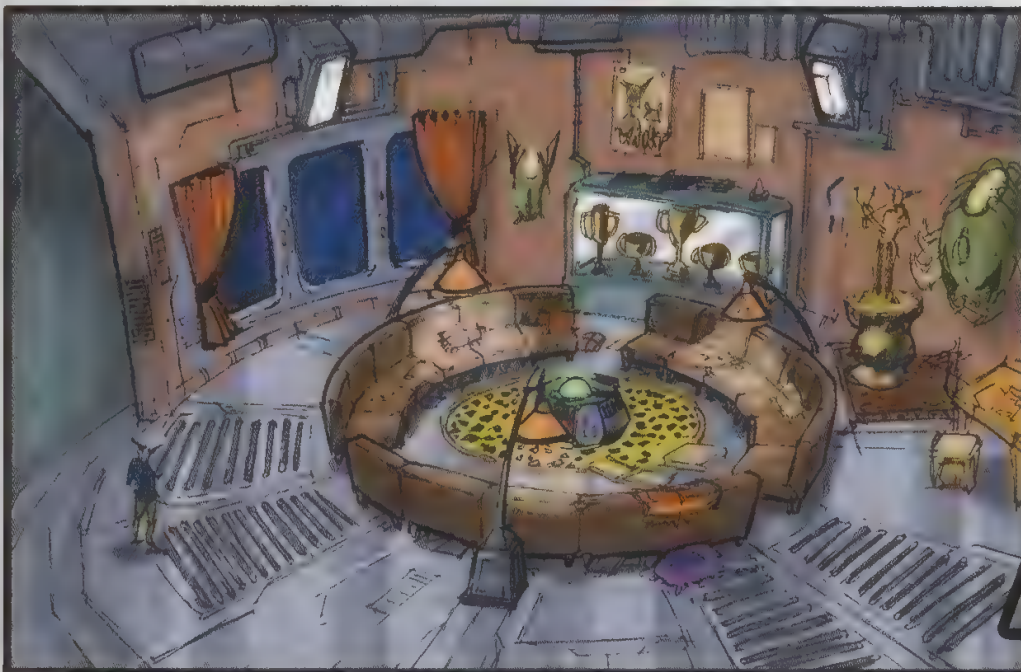
*concept designs*



*Garage*

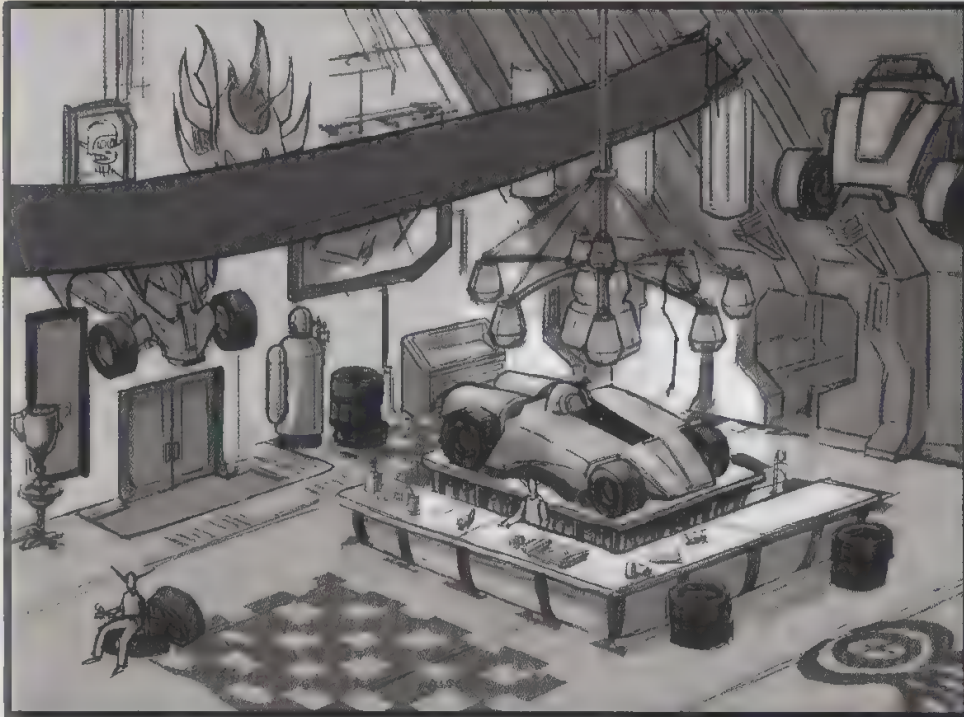


GARAGE

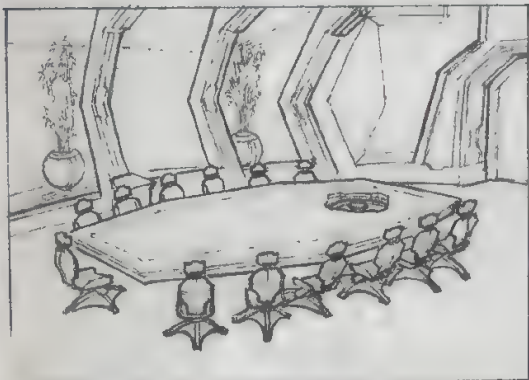
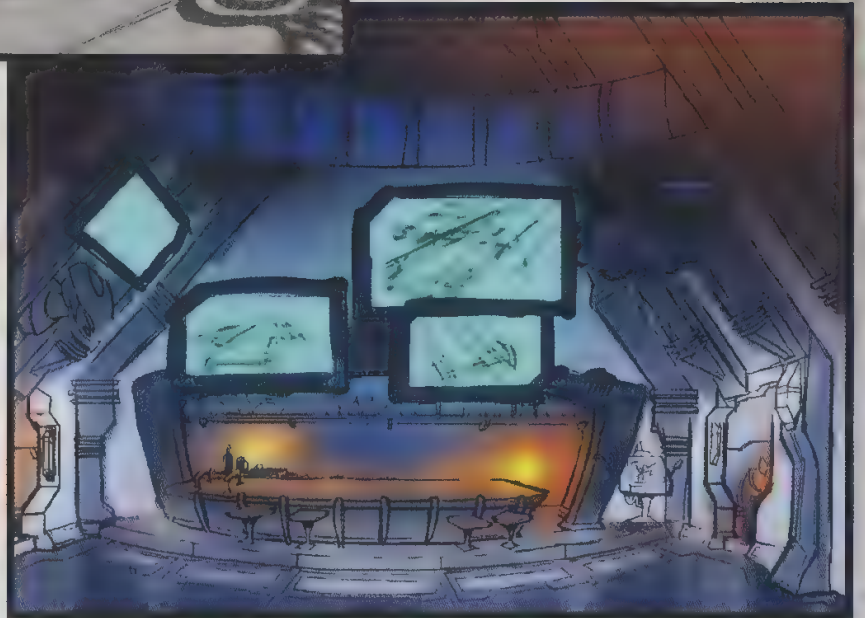


*Lounge*

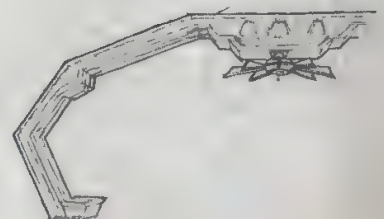




# Racing HQ

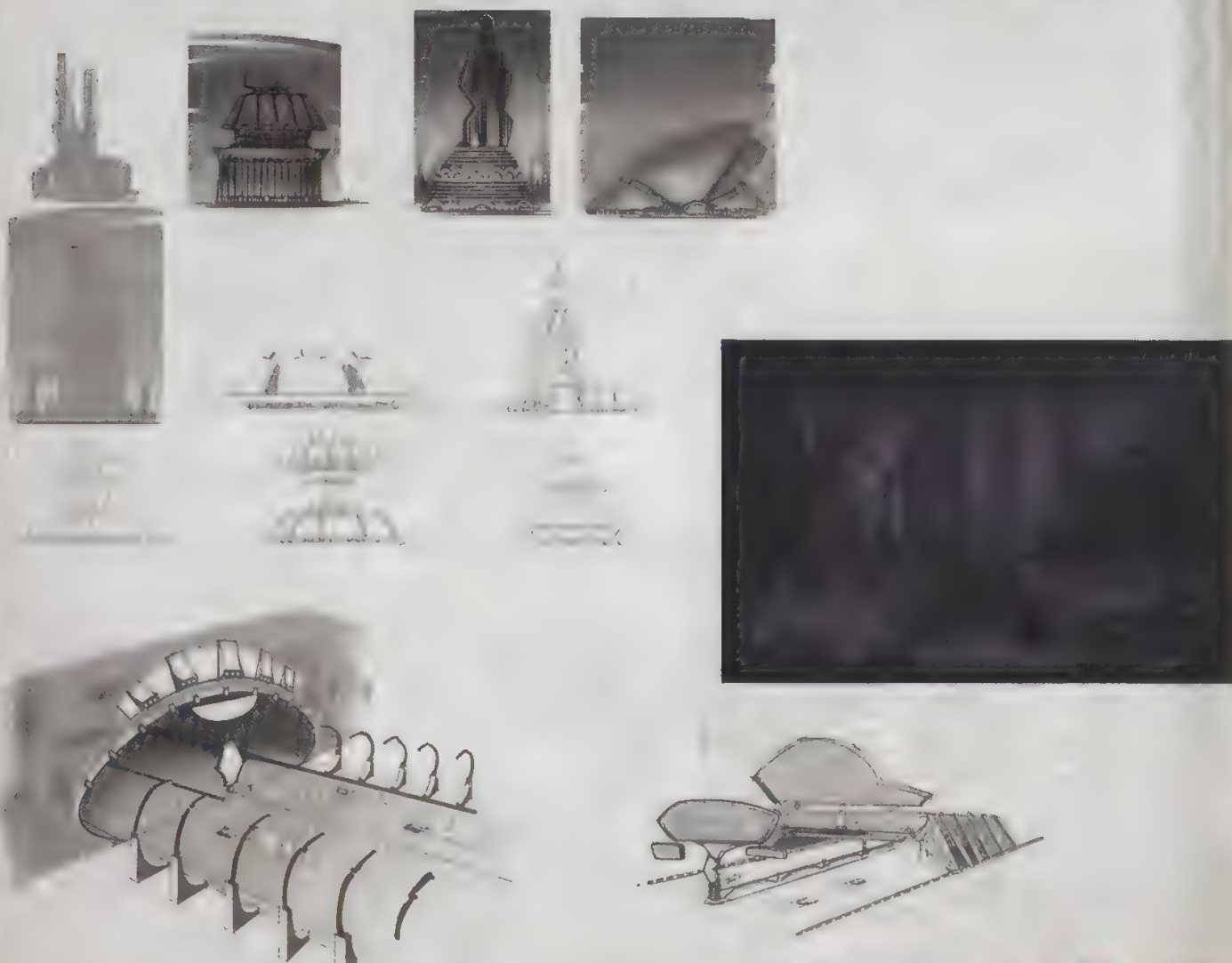


# Board Room





# Bras City

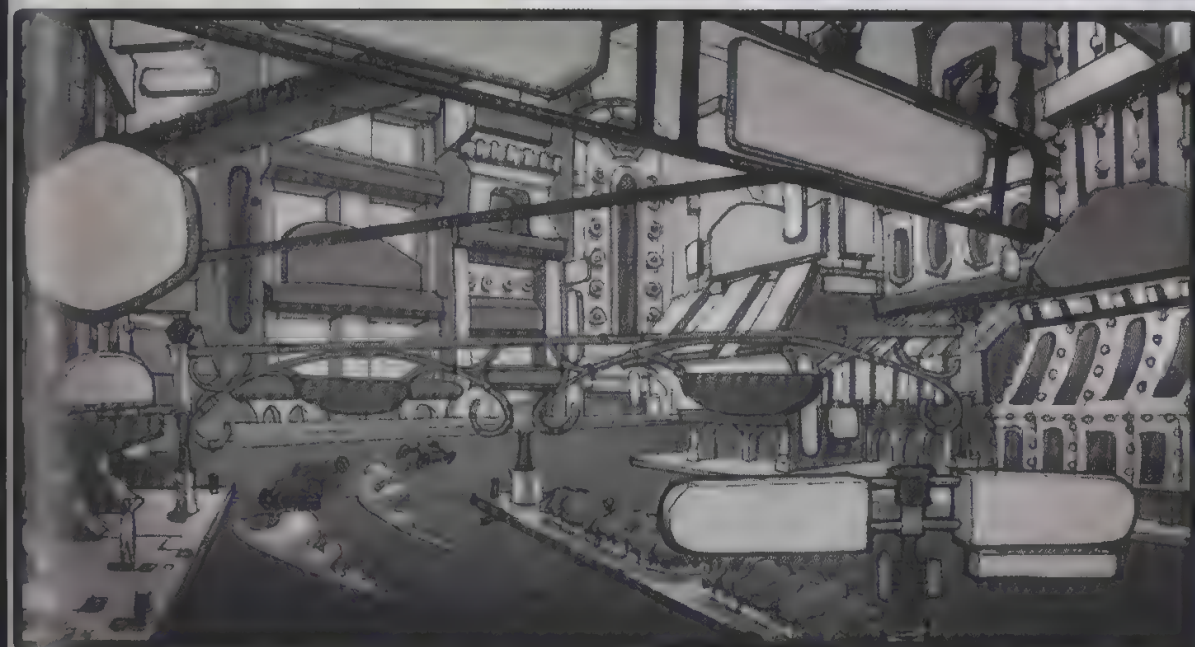
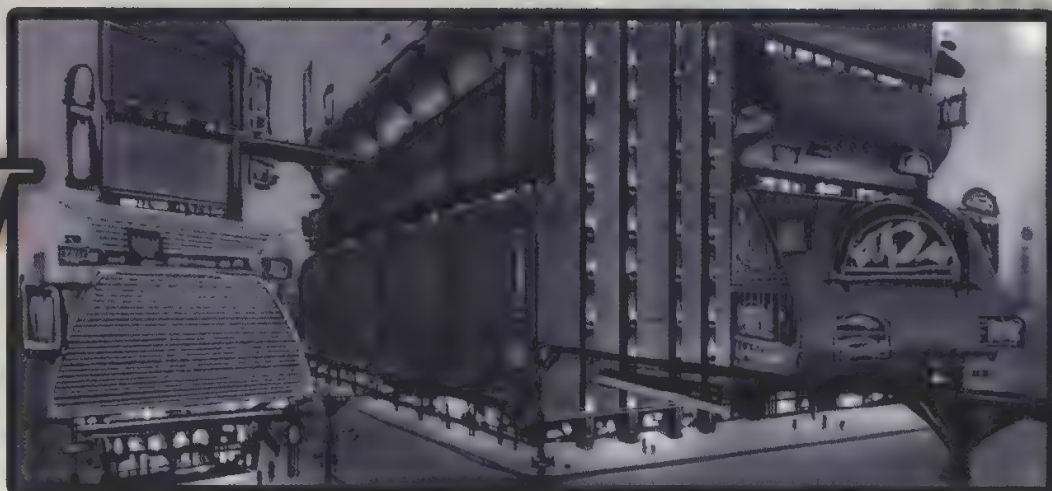




*downtown concepts*



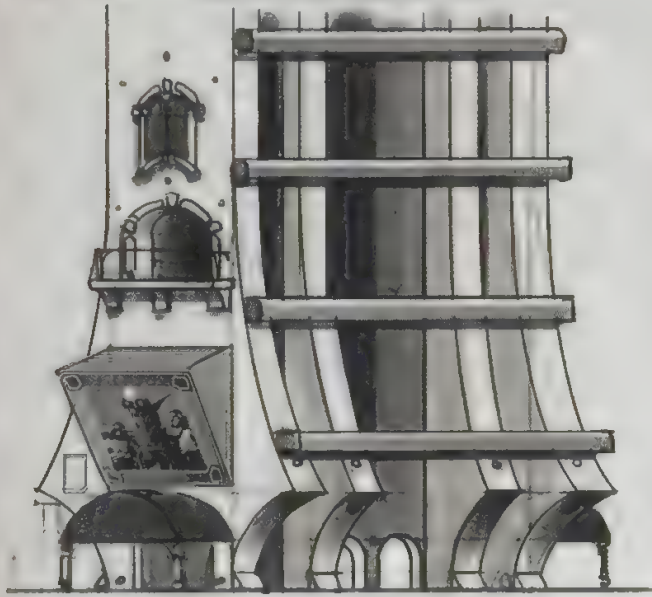
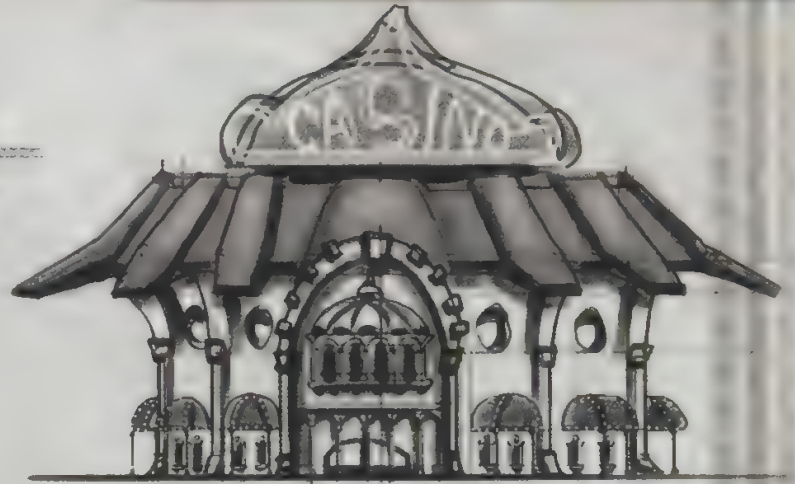
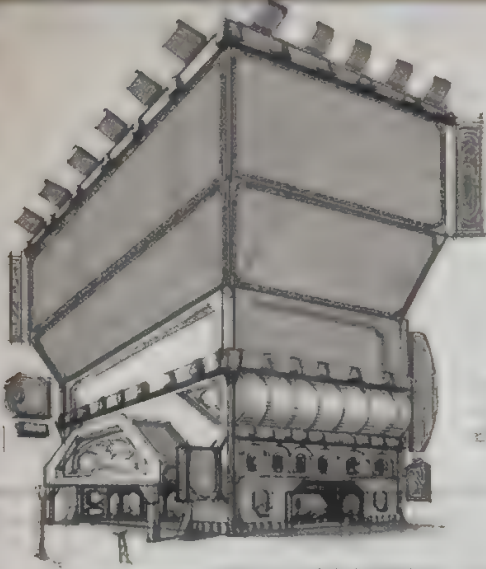
***Aras City***



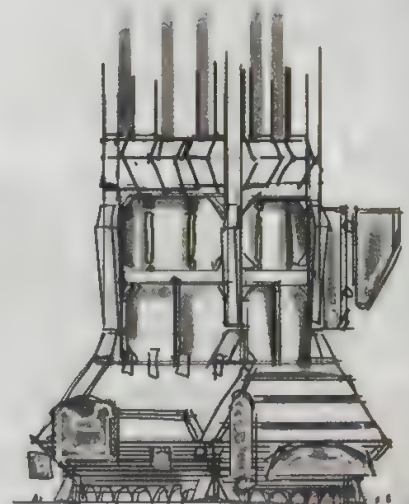
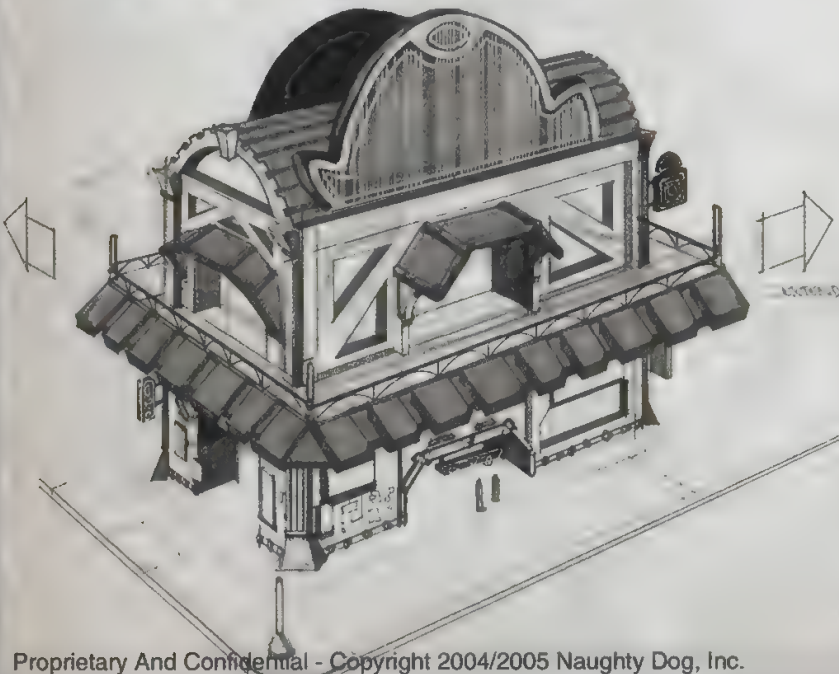
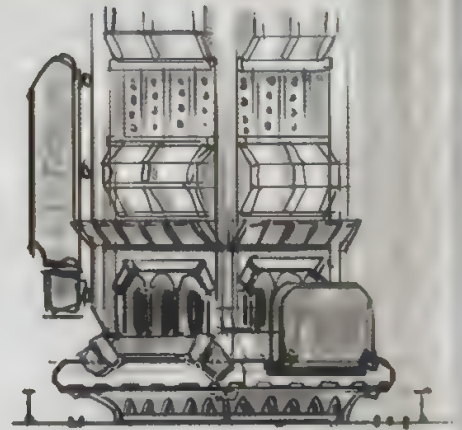
**NAUGHTY DOG**





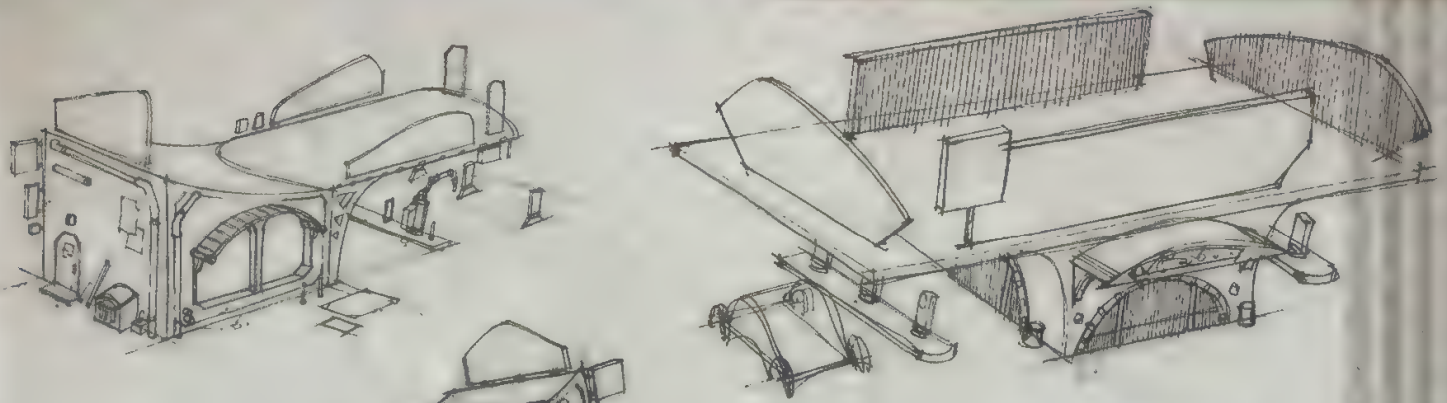


# *Aras City*

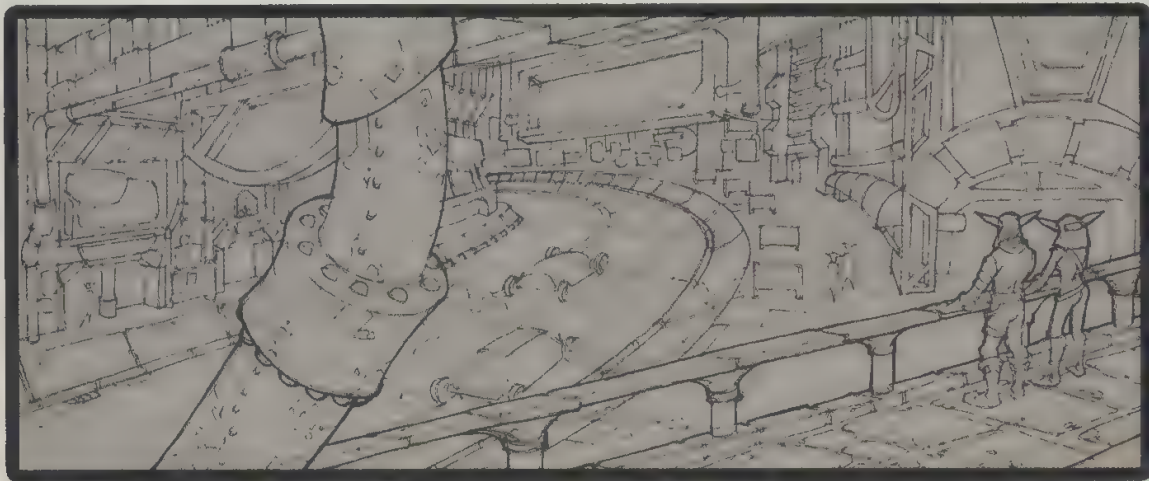
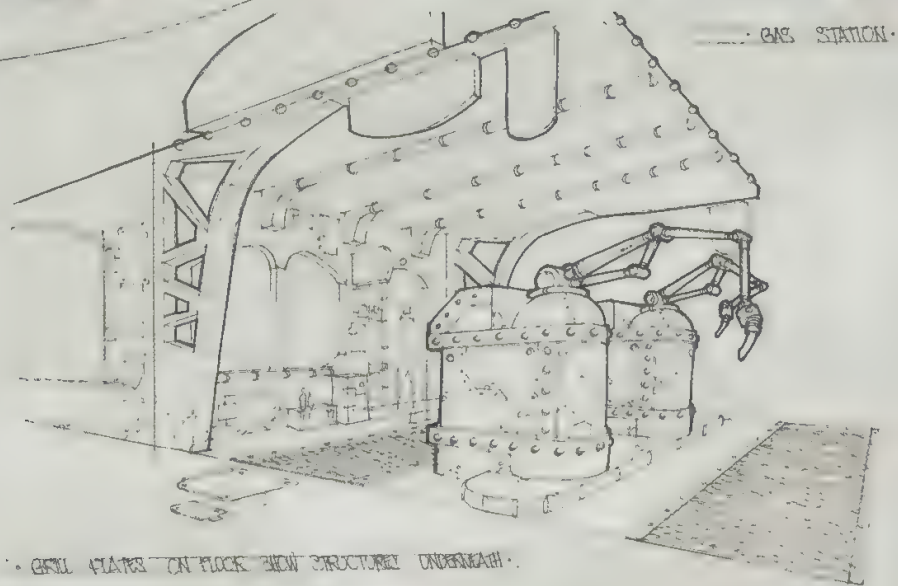
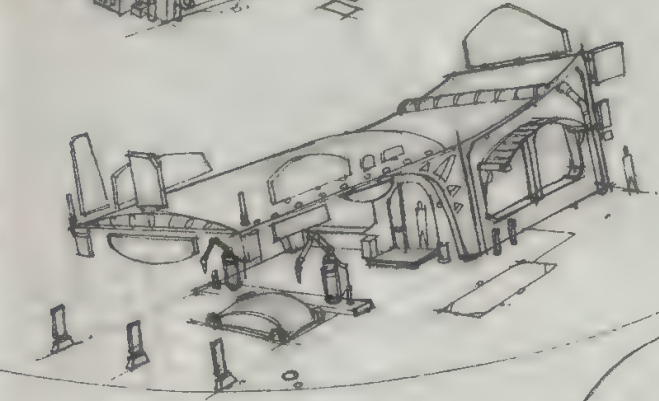




garage & gas station

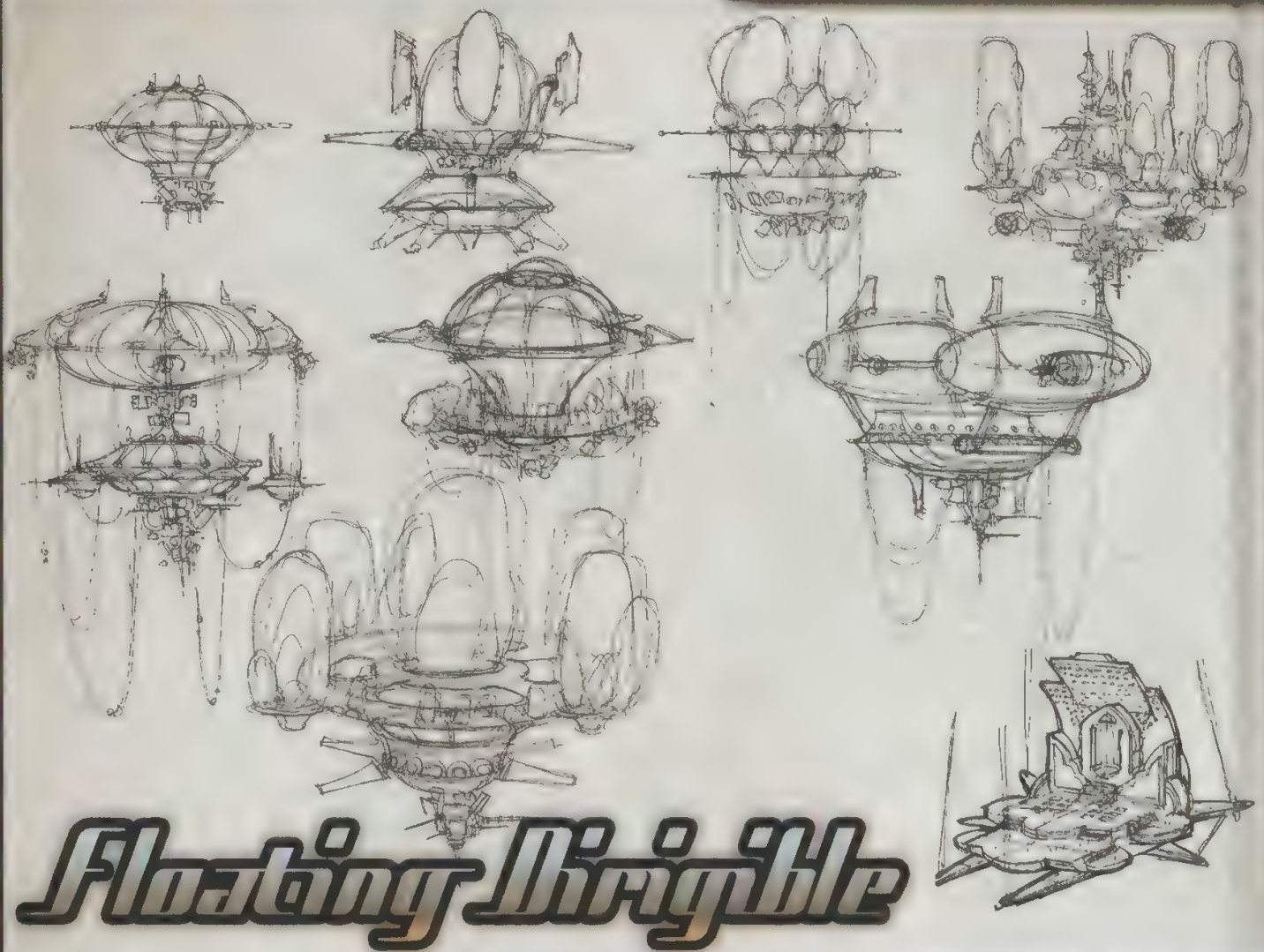


***Kras City***





*concept designs*



# ***Floating Dirigible***



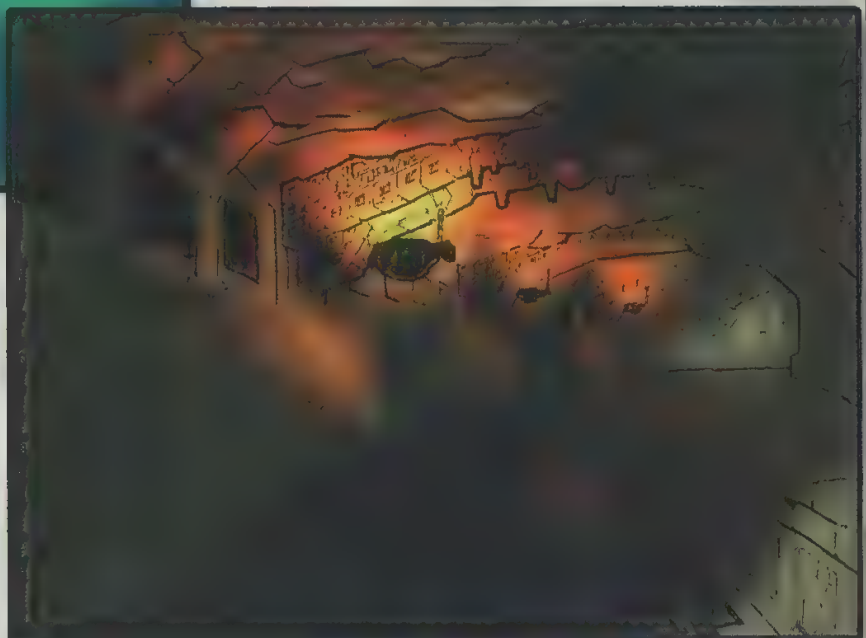
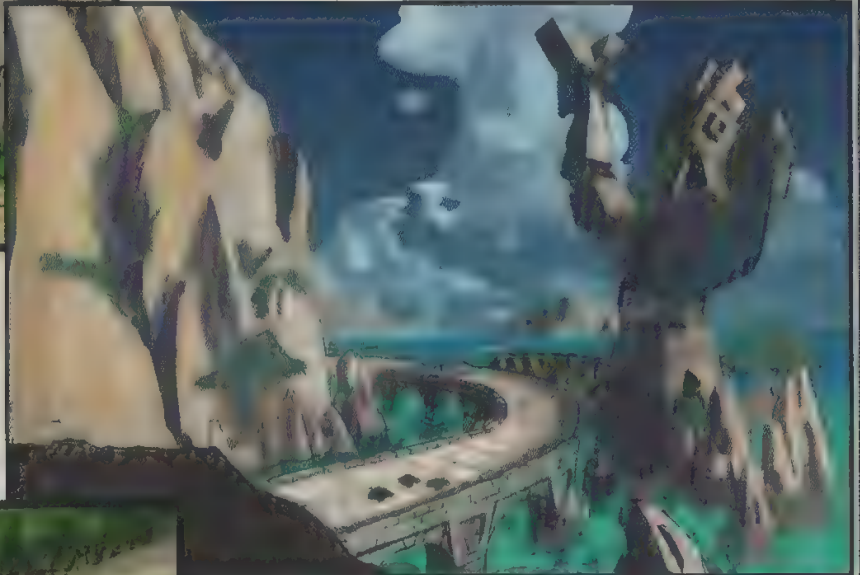
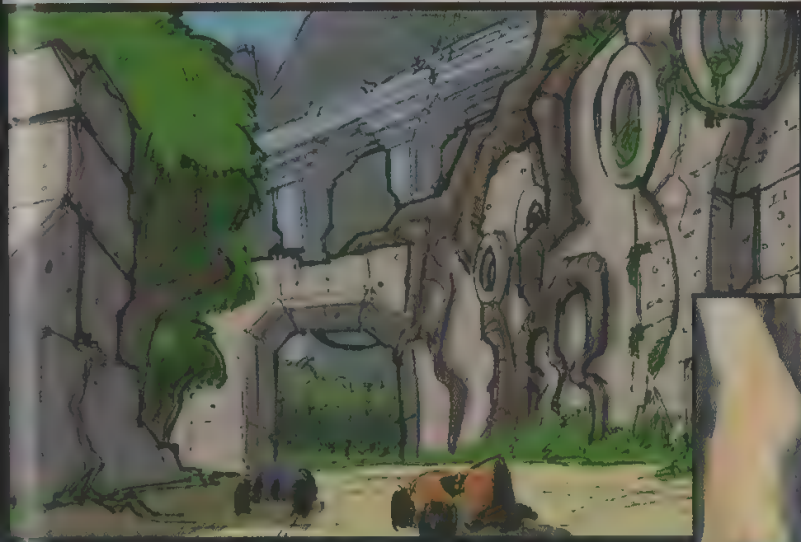
Proprietary And Confidential - Copyright 2004/2005 Naughty Dog, Inc.

**NAUGHTY DOG**



*track concept designs*

# *Jungle*







# *Jungle*

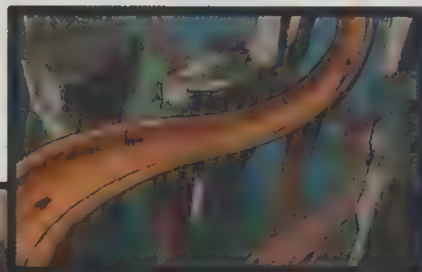
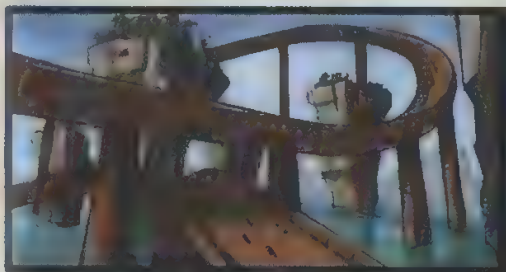




*concept designs*



*Jungle*

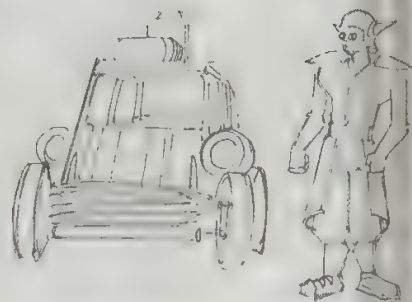


*Roller  
Coaster*

**NAUGHTY DOG**



*early concept designs*



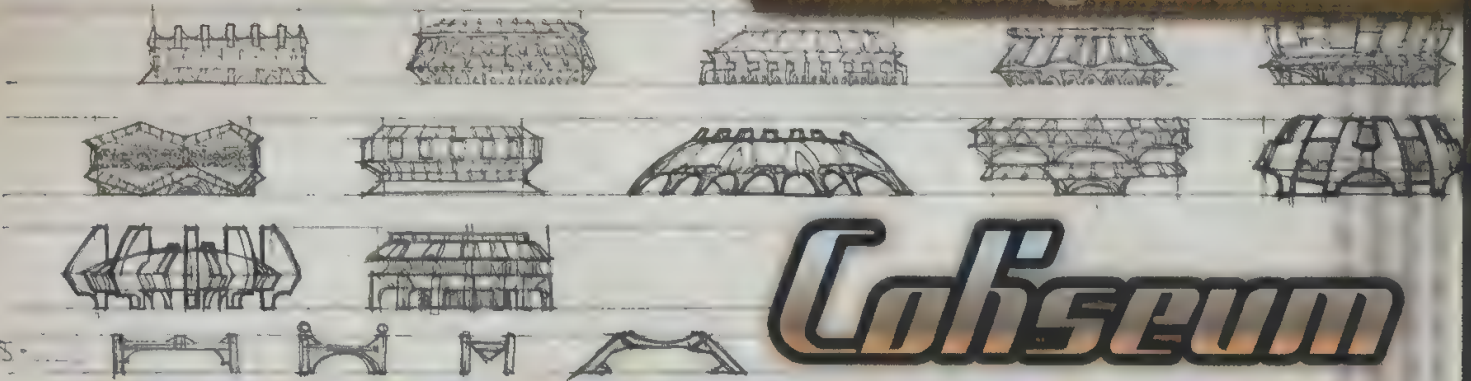
Jungle Metal Head  
JAK X

# ***Metal-Raptor***

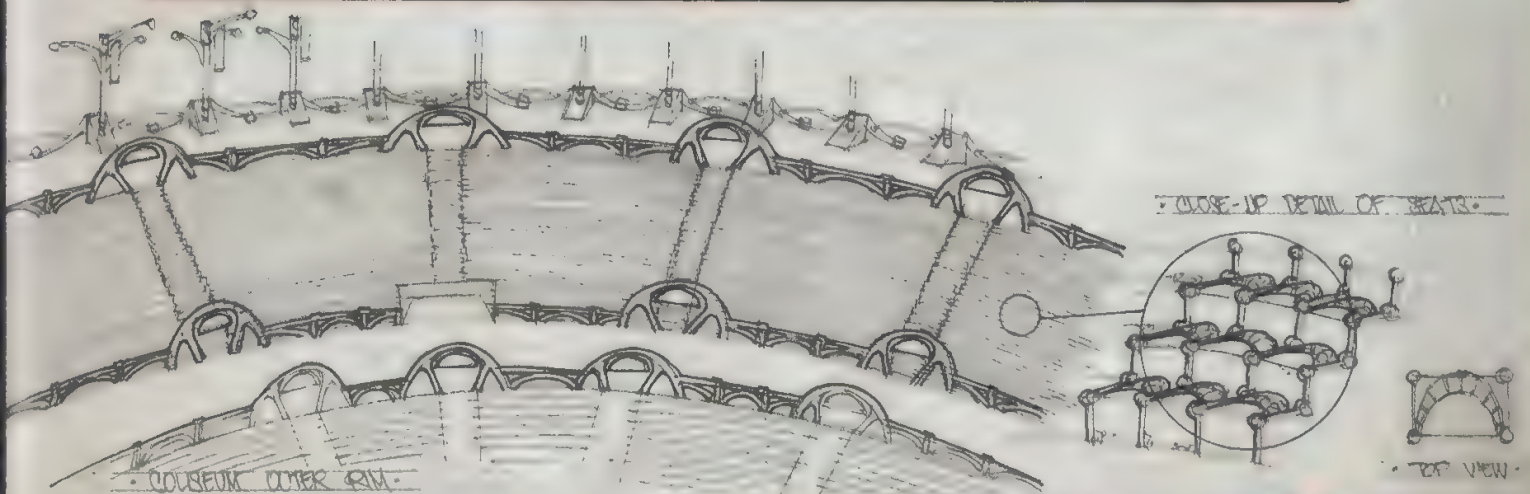




## *design details*



# Coliseum





*design details*

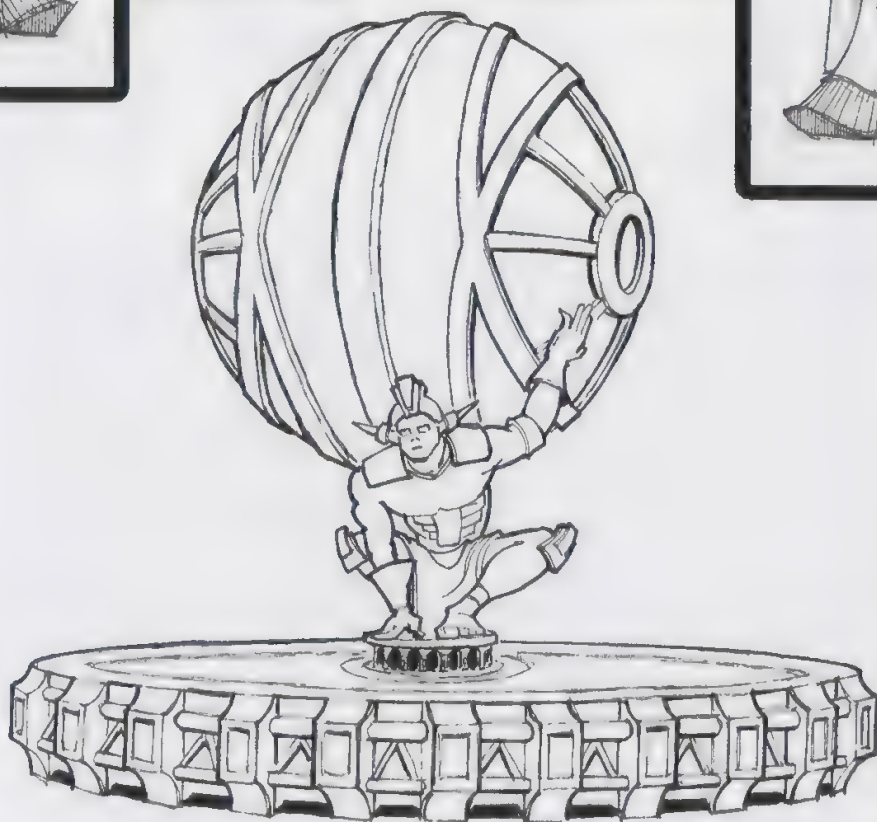
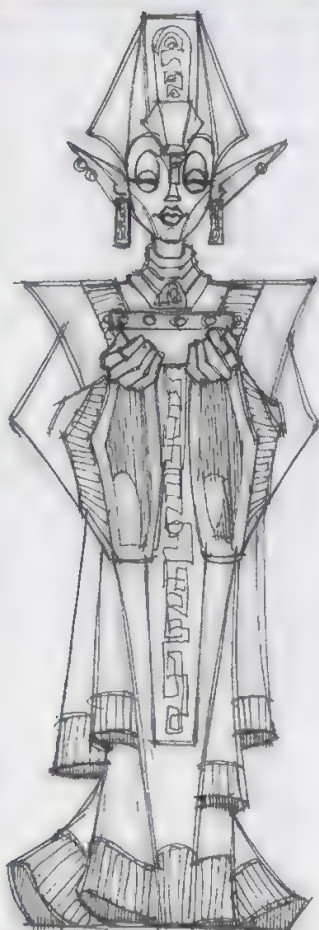
# Cokseum





statues

# Cokseum

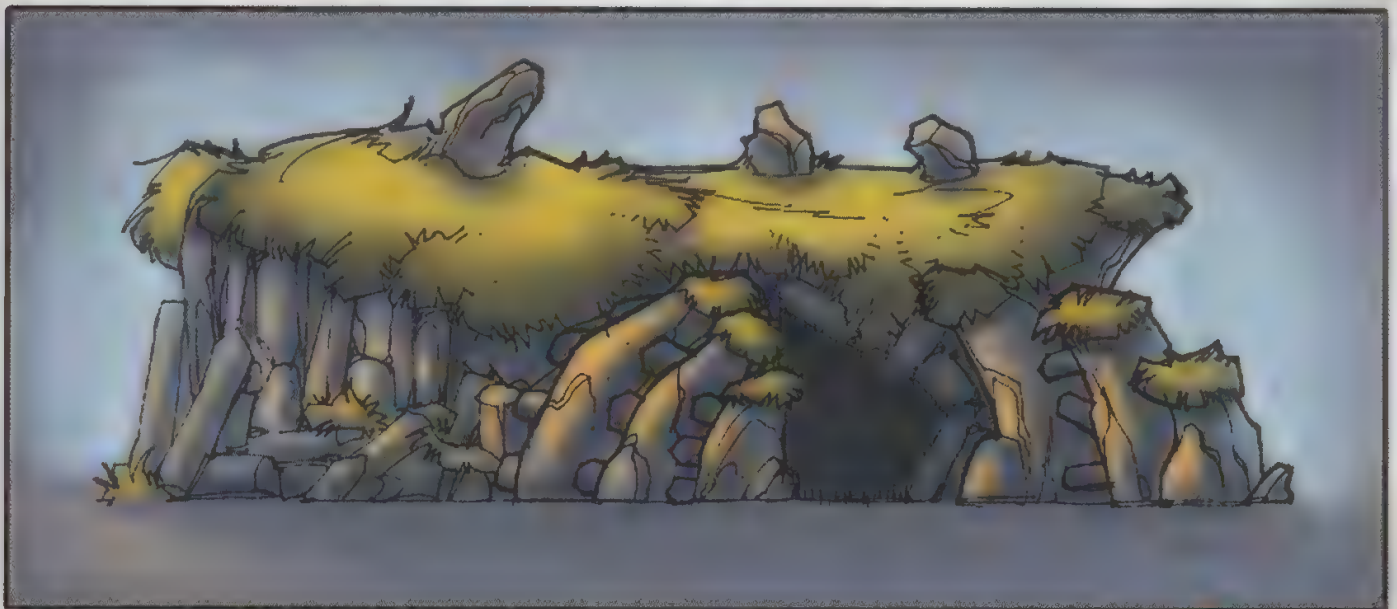
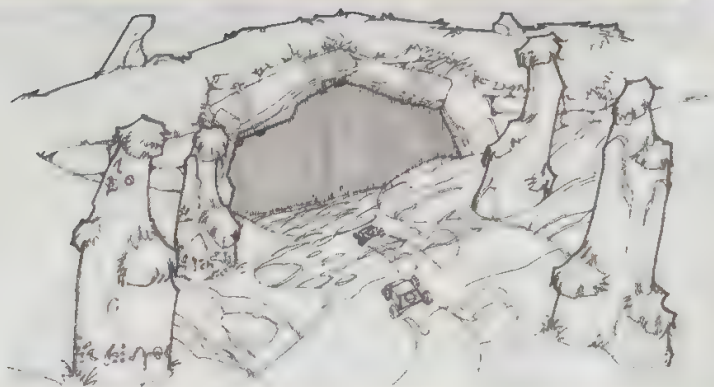




*concept designs*



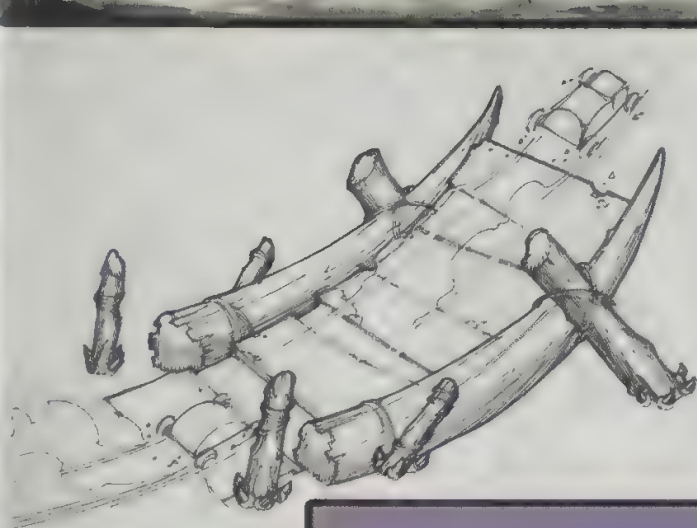
***Rolling-  
Green  
Hills***





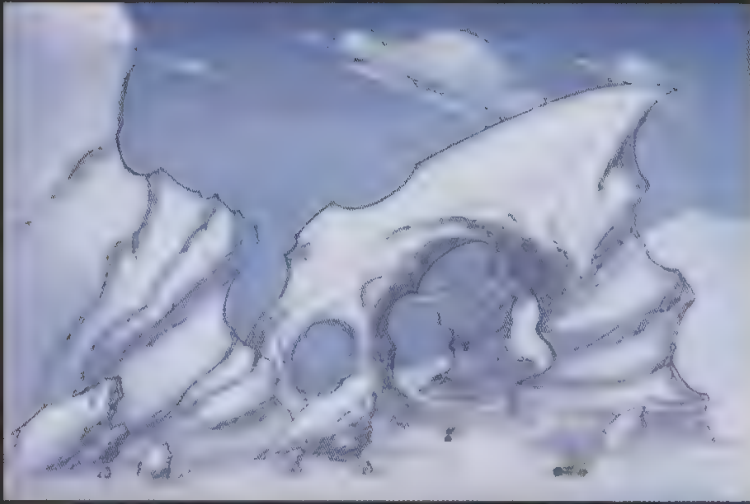
*concept designs*

**Snow**

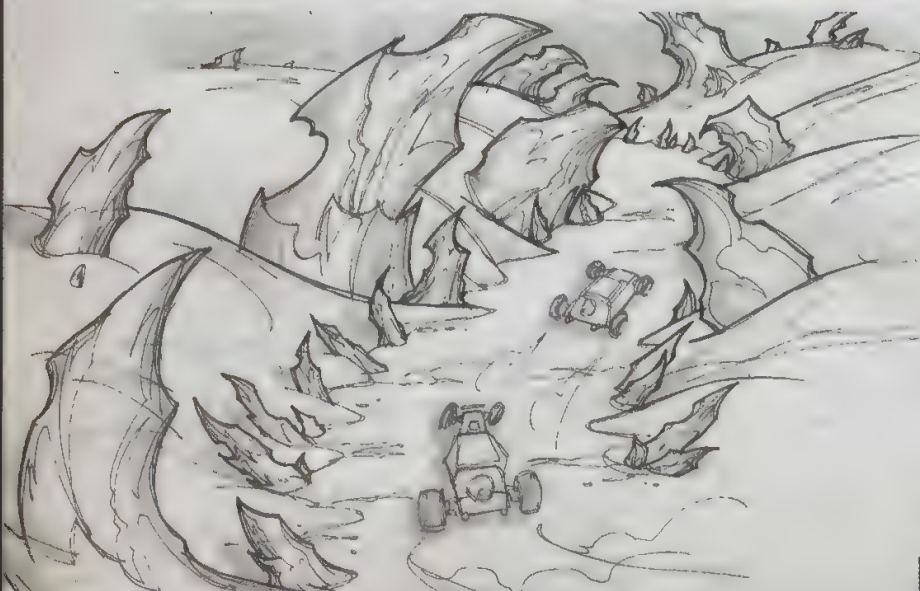
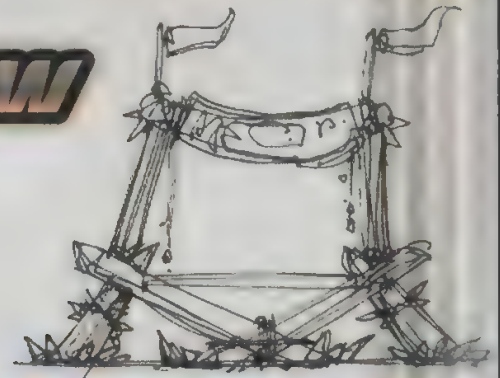




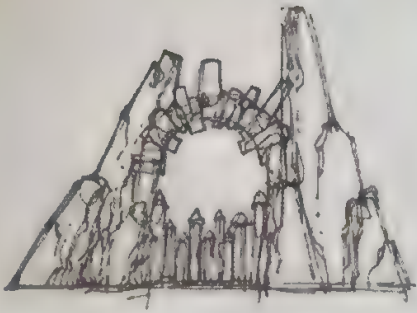
*concept designs*



***Snow***



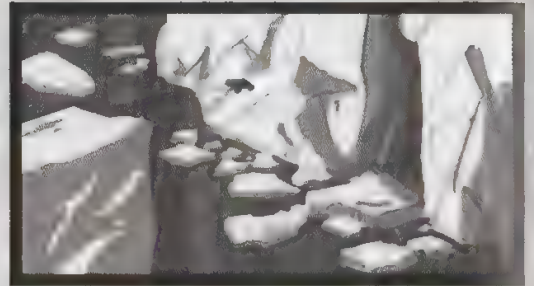
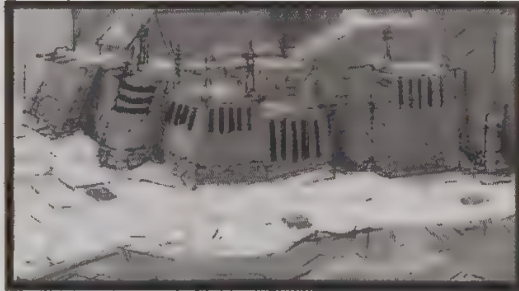




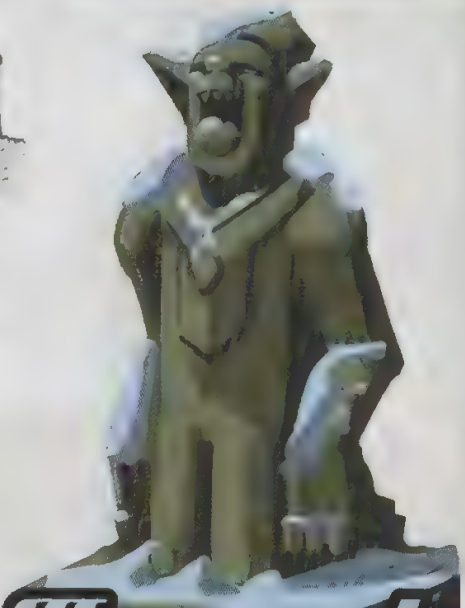
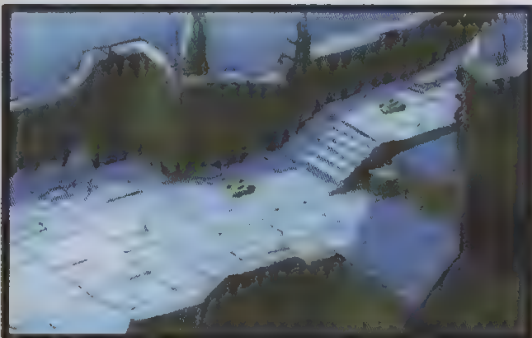
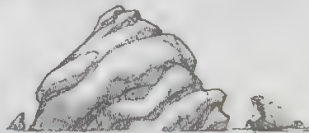
***Snow***





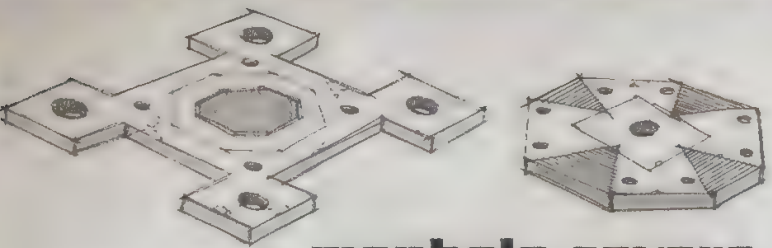


THE ANTELOPE

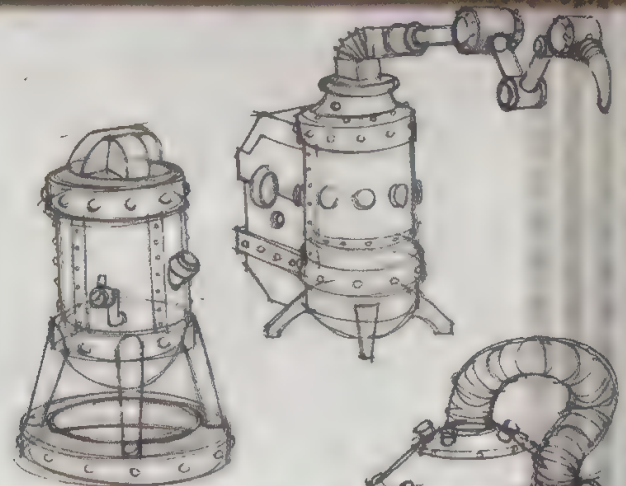
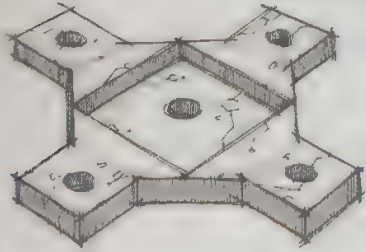


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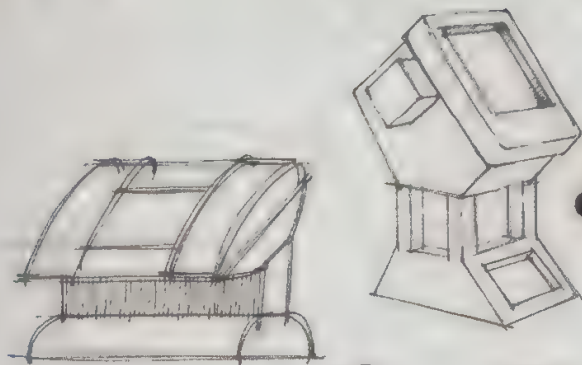




**manhole covers**

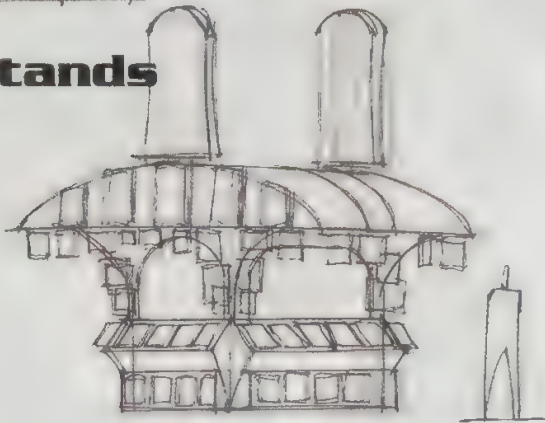


**gas tanks**

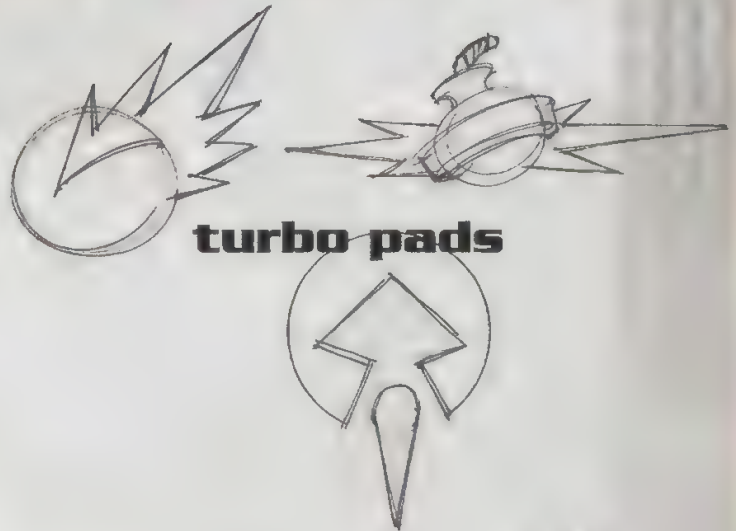
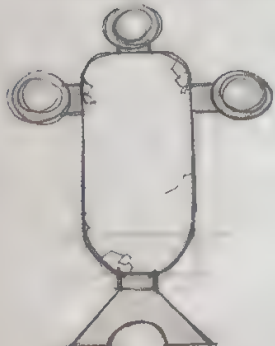


**news stands**

## ***Game Objects***



**road block signs**



**turbo pads**





# *Track Configurations*

## **Jungle Excavations**

## **Volcano Connectors**



**Level 'chunks' are shown in different colors.  
Many unique race tracks can be realized  
by combining the chunks in different sequences,  
barricading off one of the other direction  
at the chunk branches.**



# *Track Configurations*

## **Jungle Rally**



## **Volcano Loop**



## **Haven 500**





# 5 MISC

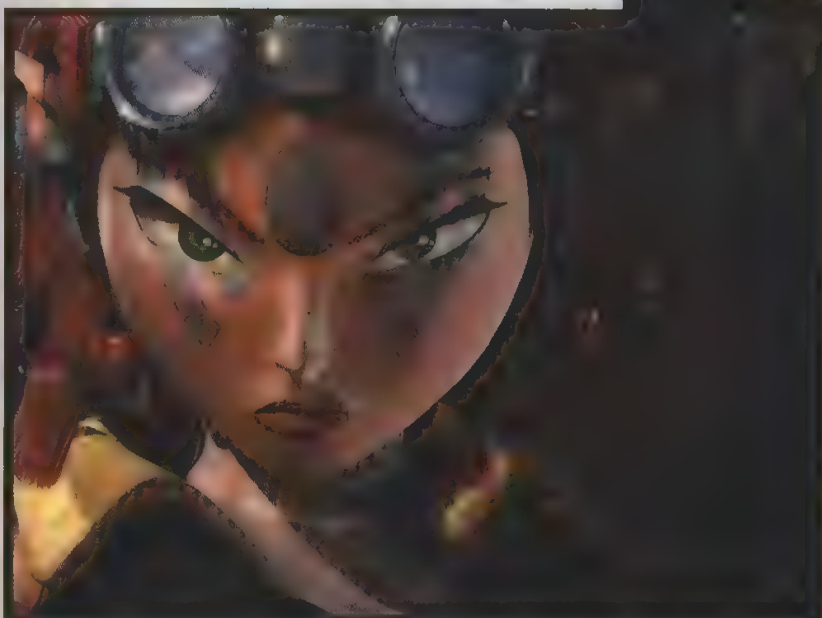
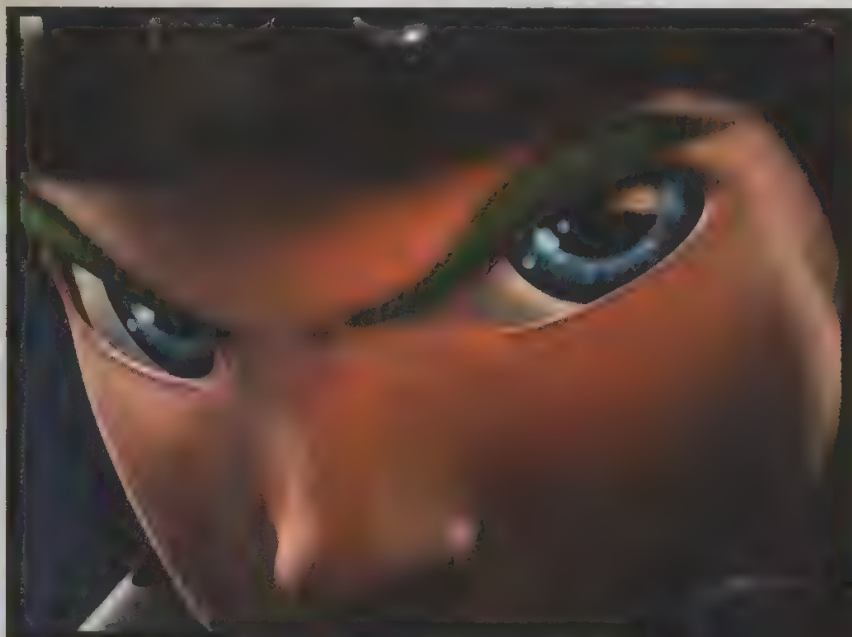








*e3 panel*





*e3 panels*





*e3 panels*





**THANK YOU** for reading this design bible and purchasing this collector's edition. We're incredibly honored to have been able to preserve these titles and the design material that spawned them. All of the content in this book was scanned in from Naughty Dog's original production binders and until now, was never seen by the public!

Documents like these are not set up in a way meant for the public to enjoy, purchase, or consume - so you might have found yourself a bit confused at how it all looked. Rarely do major games have their design documents exposed to the degree of this project. I am incredibly appreciative of Naughty Dog for allowing us to put these out there. Being able to get these documents into the hands of scholars and historians who will be studying our medium in the future means the world to me. Documents like these are incredibly important and without preservation to this extent, are susceptible to being easily lost with time.

As some of the most beloved games on the PlayStation®2 system, the Jak and Daxter™ series certainly deserves historical preservation in every sense. Making these design bibles public means giving fans an inside look at the design of their favorite games and hopefully, a further appreciation for the love and care that Naughty Dog put into them. I sincerely hope you've enjoyed this peek into the development of a classic.

I can not thank you enough for your support of projects like this. It means a lot to me to preserve the history of these great games and we couldn't have done it without you.

- Josh Fairhurst, CEO, Limited Run Games







